

# POKÉMON™

Gotta catch 'em all!

Special  
Pikachu Edition

Link to  
**Red and Blue**  
versions  
to catch all  
**150** monsters!



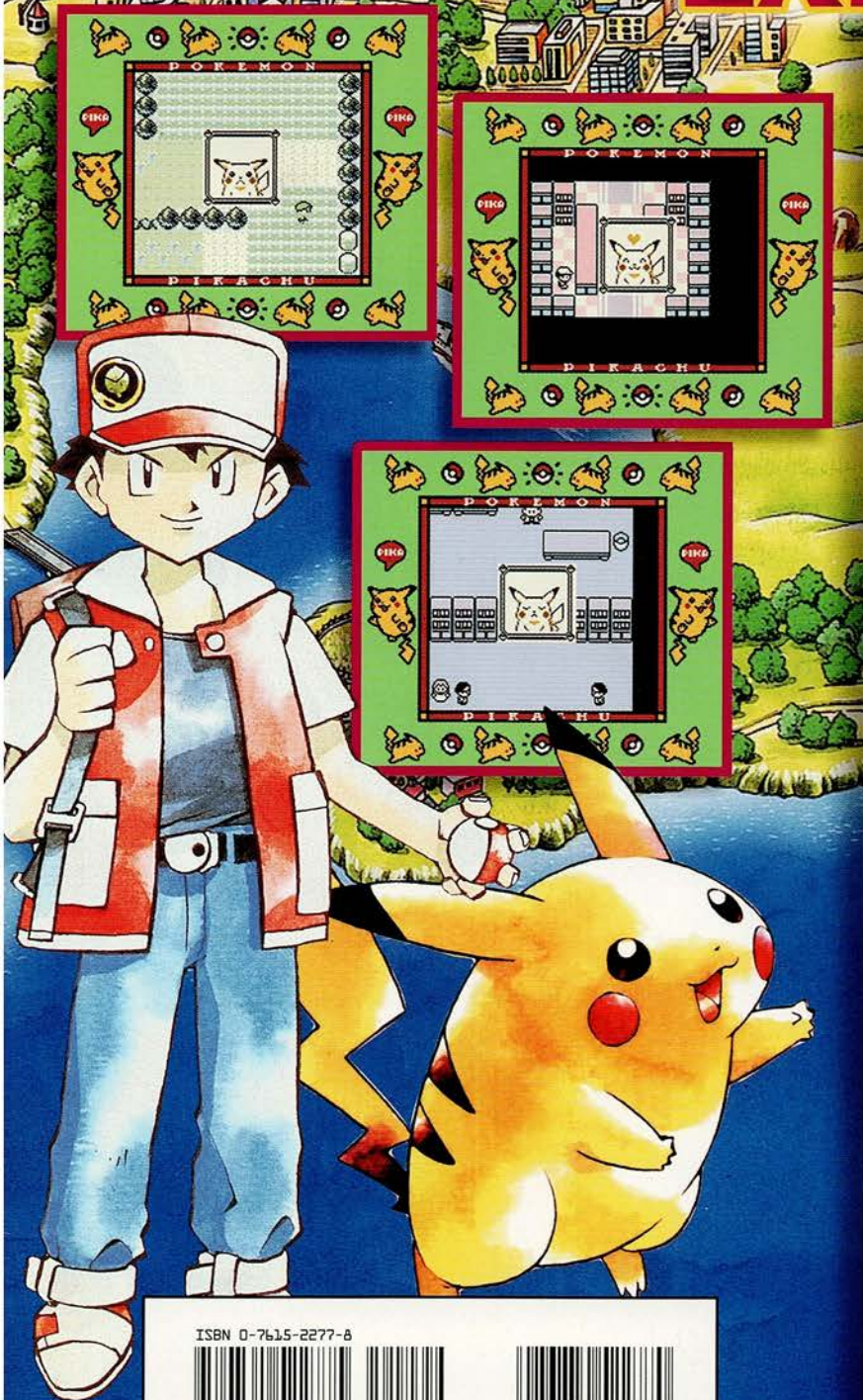
Elizabeth M. Hollinger  
James M. Ratkos



U.S. \$12.99 Can. \$17.95 U.K. £9.99

Electronic Entertainment

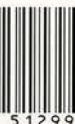
# Are you ready for the **ULTIMATE POKÉMON** EXPERIENCE?



-  **Maps for every area**
-  **Hidden mini-games exposed**
-  **Tips to find and catch all 150 Pokémon™**
-  **In-depth walkthroughs for every area**
-  **Detailed stats for every Pokémon™**
-  **Complete machine, item, and ability descriptions**
-  **All item and machine locations revealed**
-  **Covers Red, Blue, and Yellow versions!**

©1995-1999 Nintendo/Creatures inc./GAME FREAK inc.™

ISBN 0-7615-2277-8



9 780761 522775

5 1299

0 86874 52277 0



The Prima Logo and Prima Publishing® are Registered Trademarks of Prima Communications, Inc.

[www.primagames.com](http://www.primagames.com)

Platform: Game Boy



# POKÉMON™

Gotta catch 'em all!™





# POKÉMON<sup>TM</sup>

## YELLOW



## Prima's Official Strategy Guide



is a trademark of Prima Communications, Inc.  
Prima Publishing® is a trademark of Prima  
Communications, Inc., registered in the U.S.  
Patent and Trademark office.

© 1999 by Prima Publishing. All rights reserved. No part  
of this book may be reproduced or transmitted in any  
form or by any means, electronic or mechanical, including  
photocopying, recording, or by any information storage or  
retrieval system without written permission from Prima  
Publishing, except for the inclusion of  
quotations in a review.

Project Editors: Brooke N. Raymond  
Michelle Trujillo  
Product Manager: Sara Wilson

©1995, 96, 98, 99 Nintendo/Creatures inc./GAME FREAK inc.  
©1999 Nintendo

All products and characters mentioned in this book are  
trademarks of their respective companies.

### Important:

Prima Publishing has made every effort to determine that  
the information contained in this book is accurate.  
However, the publisher makes no warranty, either  
expressed or implied, as to the accuracy, effectiveness, or  
completeness of the material in this book; nor does the  
publisher assume liability for damages, either incidental  
or consequential, that may result from using the  
information in this book. The publisher cannot provide  
information regarding game play, hints and strategies, or  
problems with hardware or software. Questions should be  
directed to the support numbers provided by the game  
and device manufacturers in their documentation. Some  
game tricks require precise timing and may require  
repeated attempts before the desired result is achieved.

ISBN: 7615-2277-8  
Library of Congress Catalog Card Number: 99-63683  
Printed in the United States of America

99 00 01 02 GG 10 9 8 7 6 5 4 3 2 1

Elizabeth M. Hollinger

Jim Ratkos

Prima Games

A Division of Prima Communications, Inc.

3875 Atherton Road

Rocklin, CA 95765

(916) 632-4400

[www.primagames.com](http://www.primagames.com)

## Contents

|                                     |     |
|-------------------------------------|-----|
| Becoming a Pokémon Trainer          | 2   |
| A Walk Through the World of Pokémon | 12  |
| The Complete Pokédex                | 64  |
| Items Galore!                       | 104 |
| Pokémon Checklist                   | 107 |



### Becoming a Master



# POKÉMON Trainer

In this book, you'll find information for *Pokémon Red*, *Blue*, and *Yellow*. Although *Pokémon Yellow* is an enhanced version of *Pokémon Red* and *Blue*, it's an entirely different game in many respects. Your goal is still to become a Master Pokémon Trainer, and to defeat your Rival and the Elite Four, but to do so you must defeat more formidable Gym Leaders and smarter Pokémon!

*Pokémon Yellow* incorporates much from the animated series. Many Trainer portraits have been changed to reflect their cartoon appearance. The Pokémon they battle have been changed, as well. For example, instead of his previous trio of Electric Pokémon, Lt. Surge now fights with only a LV28 Raichu; instead of her old troop, Sabrina now sends out her eerie LV50 Abra, Kadabra, and Alakazam.

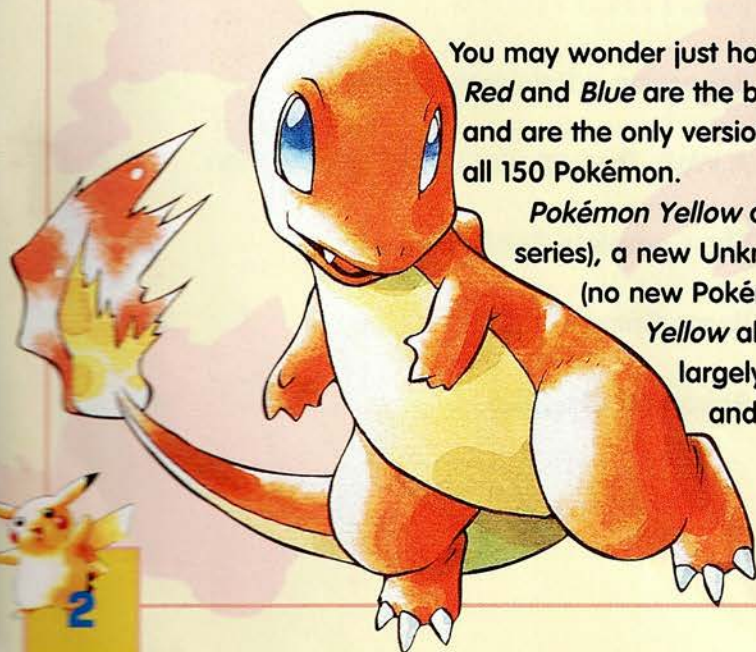
To make things even more challenging, you start the game with Pikachu. It's true that Pikachu is no lightweight, but its attacks against Geodudes and Onix have no effect whatsoever! Starting with Pikachu means you can't sail through the game with one or two Pokémon, as you could in *Red* and *Blue*! You must master capturing and training a variety of Pokémon immediately to win those Gym Badges. In effect, *Pokémon Yellow* offers many of the same choices Ash confronted in the animated series.

Veterans of *Pokémon Red* and/or *Blue* will find *Pokémon Yellow* a more challenging version of the game. You must consider how each type of attack affects each Pokémon before you go into battle, and juggle the responsibility for raising the levels of all in your party.

## Note

Read the game manual to familiarize yourself with gameplay basics. The sections that follow expand on this basic information and provide some more advanced techniques. If you've played *Pokémon Red* or *Blue* already, you'll find the instructions basically the same for *Pokémon Yellow*.

## How the Three Games Stack Up!



You may wonder just how the *Red*, *Blue*, and *Yellow* versions differ. *Pokémon Red* and *Blue* are the basic versions. They're identical in terms of appearance, and are the only versions that combine to allow you an opportunity to collect all 150 Pokémon.

*Pokémon Yellow* offers updated graphics (scaled to mimic the animated series), a new Unknown Dungeon map, and a different Pokémon spread (no new Pokémon; just a different assortment from *Red* and *Blue*).

*Yellow* also provides more multiplayer options. The story remains largely the same, however (tweaked to include Jesse, James, and the three original Pokémon).



Here are the major differences, in a nutshell.

## Pokémon You Won't Find

| RED        | BLUE       | YELLOW     |
|------------|------------|------------|
| Sandshrew  | Ekans      | Weedle     |
| Sandslash  | Arbok      | Kakuna     |
| Vulpix     | Oddish     | Beedrill   |
| Ninetales  | Gloom      | Ekans      |
| Meowth     | Vileplume  | Arbok      |
| Persian    | Mankey     | Raichu     |
| Bellsprout | Primeape   | Meowth     |
| Weepinbell | Growlithe  | Persian    |
| Victreebel | Arcanine   | Koffing    |
| Magmar     | Scyther    | Weezing    |
| Pinsir     | Electabuzz | Jynx       |
|            |            | Electabuzz |
|            |            | Magmar     |

## Hard-to-Find Pokémon

| RED        | BLUE       | YELLOW    |
|------------|------------|-----------|
| Caterpie   | Weedle     | Chansey   |
| Metapod    | Kakuna     | Tangela   |
| Grimer     | Nidoran ♀  | Lickitung |
| Muk        | Koffing    |           |
| Kangaskhan | Weezing    |           |
| Electabuzz | Kangaskhan |           |
| Tauros     | Tauros     |           |

## Pokémon You Can Buy at the Exchange Center

| RED/COST         | BLUE/COST        | YELLOW/COST        |
|------------------|------------------|--------------------|
| Abra/180 CR      | Abra/120 CR      | Abra/230 CR        |
| Clefairy/500 CR  | Clefairy/750 CR  | Vulpix/1000 CR     |
| Nidorina/1200 CR | Nidorina/1200 CR | Wigglytuff/2680 CR |
| Dratini/2800 CR  | Pinsir/2500 CR   | Scyther/6500 CR    |
| Scyther/5500 CR  | Dratini/4600 CR  | Pinsir/6500 CR     |
| Porygon/9999 CR  | Porygon/6500 CR  | Porygon/9999 CR    |

## Pokémon Obtained via In-Game Trading

| RED AND BLUE | POKÉMON | HOW OBTAINED                                         | YELLOW*  | POKÉMON | HOW OBTAINED                                            |
|--------------|---------|------------------------------------------------------|----------|---------|---------------------------------------------------------|
| Electrode    |         | Trade Raichu in the Pokémon Lab on Cinnabar Island.  | Dewgong  |         | Trade Growlithe in the Pokémon Lab on Cinnabar Island.  |
| Farfetch'd   |         | Trade Spearow in Vermilion City.                     | Dugtrio  |         | Trade Lickitung on Route 11.                            |
| Jynx         |         | Trade Poliwhirl for Jynx in Cerulean City.           | Machoke  |         | Trade Cubone on Route 5.                                |
| Lickitung    |         | Trade Slowbro on Route 18.                           | Mr. Mime |         | Trade Clefairy on Route 2.                              |
| Mr. Mime     |         | Trade Abra on Route 2.                               | Muk      |         | Trade Kangaskhan in the Pokémon Lab on Cinnabar Island. |
| Nidoran ♀    |         | Trade Nidoran ♂ on Route 5.                          | —        | —       | —                                                       |
| Nidorina     |         | Trade Nidorina on Route 11.                          | Parasect |         | Trade Tangela on Route 18.                              |
| Seel         |         | Trade Ponyta in the Pokémon Lab on Cinnabar Island.  | Rhydon   |         | Trade Golduck in the Pokémon Lab on Cinnabar Island.    |
| Tangela      |         | Trade Venonat in the Pokémon Lab on Cinnabar Island. | —        | —       | —                                                       |

\*In *Pokémon Yellow*, you can pick up Pikachu and Charmander, Squirtle, and Bulbasaur in different areas. The other choices you must make remain the same. If you've always wanted to have all three original starting Pokémon in your party, *Yellow* gives you that opportunity. What *Pokémon Yellow* doesn't do is take the place of *Pokémon Red* or *Blue*. To get all 150 Pokémon, you must still trade between *Red* and *Blue* versions (to pick up Jynx, Electabuzz, and Magmar).

## Getting Started

You'll notice changes in *Pokémon Yellow* from *Pokémon Red* and *Blue* as soon as you boot up the game. In *Pokémon Red* and *Blue*, you must choose from among three "starter" Pokémon—Charmander, Squirtle, and Bulbasaur. Once you find Professor Oak, he takes you back to his Lab, where you may choose a Pokémon from his remaining group of three. Your Rival chooses next, and then the remaining Pokéball goes to Professor Oak. (He'll leave it where it is for the entire game.)

But which to choose? Conventional wisdom says Bulbasaur is your best bet: it levels up more quickly than the other two and, as a Grass type, it's effective against Ground and Water Pokémon in the first two Gyms. Consider Charmander, as well, with its Fire and ability to equip strong offensive skills and two of the five Hidden Skills; Charmander takes the longest to raise, however, and isn't strong against the first two Trainers. Teamed with an Electric Pokémon such as Pikachu, though, it makes a powerful combination that can take on just about anything. The same goes for Squirtle. This character is strong against Ground Pokémon in the first Gym and can equip the powerful Water-based skill machine you get when you defeat Misty at the Cerulean City Gym.

There's no "correct" choice here, so choose the one that best suits your personality. And remember, you'll have the opportunity to capture as many as 10 more Pokémon types between Pallet Town and your appointment with Brock at the Pewter City Gym. You'll want to fill out your team with some of them.

The Pokémon you choose has a direct bearing on which one your Rival ends up with. If you choose Charmander, your Rival will probably take Squirtle; choose Bulbasaur, and your opponent will take Charmander; choose Squirtle, and your foe must settle for Bulbasaur.





### The Many Faces of Pikachu



In *Pokémon Yellow*, when you run into Professor Oak at the entrance to Pallet Town, he captures a wild Pikachu. Back in the lab, Oak's grandson—your Rival—grabs Eevee, the Pokémon originally intended for you. Then Professor Oak gives you the Pikachu he caught, and your adventure begins.

Pikachu is a fun character to have on your side. As in the animated series, Pikachu refuses to stay in its Pokéball and insists on following you around. Turn and talk to it to learn how it feels about you. At the beginning of the game, Pikachu is unhappy to be stuck with you as a Trainer. Use it in lots of battles and keep it healthy, however, and it will change its attitude.

If you've played with the Pokémon Pikachu toy in the past, the in-game interaction with Pikachu will be familiar. Pikachu displays a variety of expressions, from anger to shock to fear to love, as it reacts to you and its surroundings. Keep tabs on your Pikachu's emotions to see how many faces you can find!



Pikachu's not happy to see you.

Sad Pikachu.



Smiling Pikachu.

Smitten Pikachu.



Pikachu in Love.

Huh?



Pikachu is pleased with you!

Shocked Pikachu.



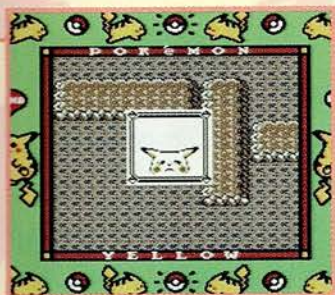
Hopping Pikachu.

Pikachu doesn't like it when you try to Evolve it with a Thunder Stone.





## Becoming a Master Pokémon Trainer

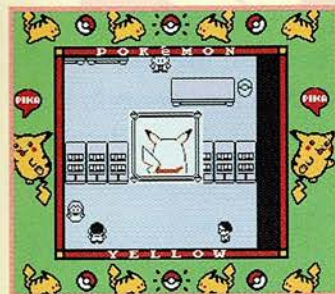


Poisoned Pikachu.

Scared Pikachu.



Pikachu turns its back on you!



## The Art of Capturing Pokémon

To succeed in this game, you must know how to capture Pokémon: there's just no way around it! First, you need a Pokéball. You can buy one at any Poké Mart in a town or city near you. Then you must battle a Wild Pokémon. The rules forbid stealing Pokémon from other Trainers, so don't try it, or you'll waste a Pokéball! The only fair game are the Wild Pokémon you find in the patches of long grass between towns, or in dungeons, forests, ponds (once you have a fishing pole), and caves. You'll also have opportunities to trade for rare Pokémon.

After you flush a Wild Pokémon, you must weaken it before you can capture it in a Pokéball. Bring it as close to fainting as you can without actually defeating it before using your Pokéball. *Be careful:* if you're battling a Pokémon you really want to capture (especially an uncommon one, such as Clefairy), don't send your strongest fighters against it or use skills sure to defeat it in one round. Instead, choose tamed Pokémon of a similar experience level you're confident will survive and that can inflict a controllable amount of damage. For example, skills that produce Paralysis or Sleep ensure success.

As you progress, you can acquire versions of the basic Pokéball that work better against the more powerful creatures. Don't expect to have an easier time capturing Pokémon, though. Poké Mart wares change to correspond with the Pokémon levels and challenges confronting you in that section of the game. Using an Ultra Ball—the most effective Pokéball you can buy in a store—on a LV2 Spearow helps you capture that creature (unless you let your LV30+ Pokémon attack it!). But capturing extremely rare and powerful Pokémon—such as the bird trio of Articuno, Zapdos, and Moltres, the awesome Mewtwo, and even the sleepy Snorlax—often requires you to toss as many as 50 Ultra Balls!

This game is less about strength than it is about patience and cunning.

## The Care and Feeding of Your Pokémon

Caring for a troop of Pokémon is easy, as long as you remember to heal their wounds and take them for regular checkups at one of many Pokémon Centers.

Still, there are a few more elements involved in raising a Pokémon that's more than just "fighting fit." This is how a trained Pokémon can be stronger than a Wild Pokémon of the same experience level.

When you train a Pokémon of your own, you influence its development. You decide whether it Evolves at certain points, which skills it learns, and so on.

Captured Pokémon receive attack and defense strength, speed, and special skills bonuses from the Badges you collect. You can customize your Pokémon further by equipping them with skills from Technical Machines (TMs) or Hidden Machines (HMs) and by feeding them attribute-raising vitamins (Calcium, Iron, Carbos, and the like).

It's better to raise Pokémon from a young age. A Pokémon caught in the Safari Zone at the relatively low level of 23 and raised to LV50+





will have better overall stats and be much stronger than a LV50+ Chansey caught in Cerulean Cave. When you must choose whether to keep a self-taught creature or replace it with a newly caught version with a slightly higher experience level, check out their stats and skills. What you find may surprise you.

Raising a Pokémon from a lower level also gives you more control over when it Evolves. Pressing **B** during an evolution sequence prevents the Pokémon from changing into the next form. There are pros and cons to this. A first-form Pokémon can learn skills

much faster than its Evolved cousins. For example, Squirtle can learn the powerful Hydro Pump skill at LV42, but Wartortle must wait until it reaches LV47, and the Blastoise until LV52! If you're raising a Pokémon that Evolves by means other than leveling up (via an Elemental Stone or trading), that evolution may keep it from learning new skills altogether, or make it learn a whole new set.

On the other hand,

evolution tends to make Pokémon stronger and more flexible. Often, reaching a new stage allows a Pokémon to use different TMs or learn more powerful skills. Evolution transforms some Pokémon (such as Magikarp) from weak, useless creatures to frightening, all-powerful ones. Know your Pokémon before deciding how to raise them!

### Note

You don't have to raise all your low-level Pokémon if you don't want to! But if you really want a certain Pokémon in your main group of creatures, it's better to grab it while it's young than to wait to capture it at a higher level.

Some Pokémon that appear in the game's later stages don't afford you that luxury; others you won't want regardless of which level you capture them!

## Evolution

Most Pokémon change form as they acquire experience. Some Evolve twice before reaching their final form; others won't Evolve at all.

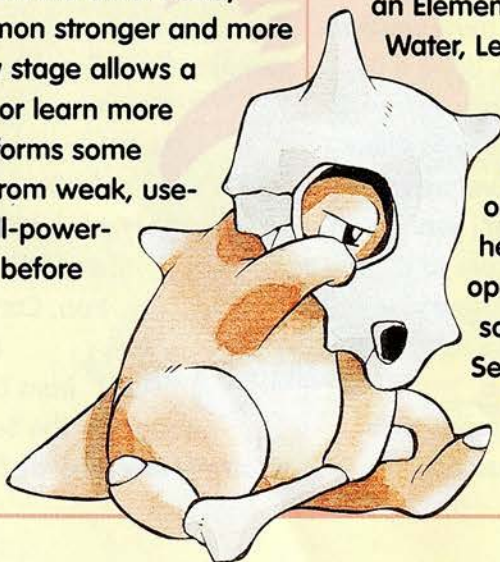
There are three ways to Evolve in the world of Pokémon—leveling up, using an Elemental Stone, or trading to another cartridge. Because the way a Pokémon Evolves affects how often it appears in the game, it's a good idea to understand the fundamentals of Pokémon evolution. Refer to the Pokédex to see how each Pokémon evolves.

### Leveling Up

Thirty-six species of Pokémon reach their second or third forms simply by gaining experience and leveling up. This is the most fundamental Pokémon evolution, and the most time-consuming. It will come as no surprise, then, to learn that most of these 36 species (and even many of their Evolved cousins) are roaming about in the wild. If you're trying to collect all 150 Pokémon, raise only those you'll have play an active role in your party, and then try to capture as many forms of the others as you can.

### Elemental Stones

You can coax many Pokémon into Evolving by using an Elemental Stone. Four of the five stones (Fire, Water, Leaf, Thunder) are in Item Balls located in dungeons, or you can buy them at the Celadon Department Store. The fifth stone (Moon) is the rarest; you'll find it only in dungeons. (The Item Finder may help you locate a few Moon Stones in the open, however.) Quantities are limited, so use the Elemental Stones wisely. Seventeen species of Pokémon grow using Elemental Stones, but you can't Evolve them all.





Evolving a Pokémon with an Elemental Stone is risky business. Most creatures that Evolve this way

lose their ability to pick up learned skills, or learn skills different from those set for the first or second form. Because you can use the stones at any time, it's a good idea to wait until the Pokémon is well-trained to Evolve it.

### Note



You can't Evolve Pikachu into Raichu with a Thunder Stone in *Pokémon Yellow*.

Trying to do so only upsets Pikachu.

### Trading

Four species of Pokémon (Abra, Machop, Geodude, and Gastly) Evolve suddenly and mysteriously when you trade them at the Cable Club (more on this later). Each has three forms, and reach the second form by

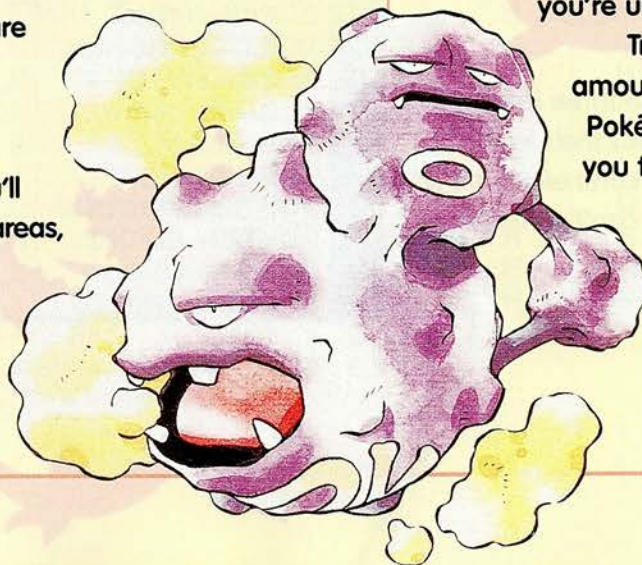
leveling up. Once they reach that second form, you can trade them at any time. And once the Pokéball travels through the Link Cable, the transformation will begin!

### Note

Unlike Pokémon Evolved via Elemental Stones, the four Pokémon that Evolve by trading retain the same learning rate as their second-form counterparts.

### Non-Evolving Pokémon

Twenty-four Pokémon needn't face evolution woes. All are rare and precious creatures. Most appear only once, in dungeons or in-game trade scenarios. You'll find a few only in special areas, such as the Safari Zone.



## The Importance of Trading

To become a Master Pokémon Trainer, you must be willing to trade your Pokémon. This is the only way you can collect all 150 Pokémon. In *Pokémon Red* and *Blue*, four people are willing to trade their rare Pokémon for your more common ones. When you run across these people, note their locations and return later with the Pokémon they request. Because they want only common Pokémon, get two and trade the extra one.

To get the unique Pokémon from one of the other versions of the game, as well as the Pokémon you didn't choose elsewhere in the game, you must link up with a friend at the Cable Club. Remember, the Red and Blue versions of the game have 11 Pokémon you'll find only on that particular cartridge. For example, if you want a Meowth and you're playing *Pokémon Red*, you must find someone with a Link Cable, a Blue version of the game, and an extra Meowth.

To perform trades, go to the Cable Club counter at any local Pokémon Center. Enter the Trading Room and sit down at the table to negotiate. Once you trade a Pokémon, it's gone until you trade it back. You retain credit for capturing it in your Pokédex, opening up the possibility for "temporary" trades. This comes in handy when a friend needs credit for a Pokémon you're unwilling to part with.

Trading Pokémon also increases the amount of experience the traded Pokémon earns in battle. A Pokémon you trade from another cartridge earns 1.5 times the experience of a normal Pokémon.

### Note



In-game trading is less important in *Pokémon Yellow* than in *Red* and *Blue*. In fact, you may

find you don't want to participate in any offered trades!





You're more likely to experience discipline problems with traded Pokémon than those you raise yourself, however. Before using a traded Pokémon, make sure you have the Badge you need to make it obey you.

### Multiplayer Games

You can battle your friends across a link cable, as well. For more of a challenge, *Pokémon Yellow* offers Colosseum 2 with new battle options. Before you

can start a battle, your Pokémon must meet certain requirements for each multiplayer mode.

#### Note

To use the new multiplayer modes, both combatants must be using *Pokémon Yellow*!

#### Note

Mew is unable to attend Colosseum 2.

### Poké Cup

Poké Cup mode allows you to battle three Pokémon that must be between LV50 to LV55. (The sum of their levels can't be more than 155.)

### Pika Cup

Pika Cup allows you to battle three Pokémon between LV15 and LV20. (The sum of their levels can't be more than 50.)

### Petit Cup

Petit Cup mode allows you to battle three Pokémon between LV25 and LV30. (The sum of their levels can't be more than 80.) Also, they can't exceed 6'8" and 44 pounds. Evolved Pokémon can't compete.

## Pokémon Type vs. Skill Type Chart

Whether you play against friends or in-game Trainers, you'll have a better chance of winning if you know which skills work best against which Pokémon. This is especially important in *Pokémon Yellow*, where much of the challenge lies in matching the best Pokémon and skills against your opponents. This is the best way to overcome Level discrepancies between your Pokémon team and the enemy's. Refer to the following chart for help.

| Pokémon Type vs. Skill Type Chart |  | ↓   |     |     |
|-----------------------------------|--|-----|-----|-----|
|                                   |  | NML | FIR | WAT |
| NORMAL                            |  | —   | —   | —   |
| FIRE                              |  | —   | H   | ×2  |
| WATER                             |  | —   | H   | H   |
| GRASS                             |  | —   | ×2  | H   |
| ELECTRIC                          |  | —   | —   | —   |
| GROUND                            |  | —   | —   | ×2  |
| FIGHTING                          |  | —   | —   | —   |
| BUG                               |  | —   | ×2  | —   |
| POISON                            |  | —   | —   | —   |
| PSYCHIC                           |  | —   | —   | —   |
| DRAGON                            |  | —   | H   | H   |
| NORMAL—FLYING                     |  | —   | —   | —   |
| FIRE—FLYING                       |  | —   | H   | ×2  |
| WATER—FLYING                      |  | —   | H   | H   |
| WATER—ICE                         |  | —   | —   | H   |
| WATER—FIGHTING                    |  | —   | H   | H   |
| WATER—POISON                      |  | —   | H   | H   |
| WATER—PSYCHIC                     |  | —   | H   | H   |
| ICE—FLYING                        |  | —   | ×2  | —   |
| ICE—PSYCHIC                       |  | —   | ×2  | —   |
| GRASS—POISON                      |  | —   | ×2  | H   |
| GRASS—PSYCHIC                     |  | —   | ×2  | H   |
| ELECTRIC—FLYING                   |  | —   | —   | —   |
| ROCK—FLYING                       |  | H   | H   | ×2  |
| ROCK—GROUND                       |  | H   | H   | ×4  |
| ROCK—WATER                        |  | H   | Q   | —   |
| BUG—FLYING                        |  | —   | ×2  | —   |
| BUG—GRASS                         |  | —   | ×4  | H   |
| BUG—POISON                        |  | —   | ×2  | —   |
| POISON—GROUND                     |  | —   | —   | ×2  |
| POISON—FLYING                     |  | —   | —   | —   |
| GHOST—POISON                      |  | X   | —   | —   |
| DRAGON—FLYING                     |  | —   | H   | H   |





$\times 4 = \text{Damage} \times 4$

$$\times 2 = \text{Damage} \times 2$$

**H = 1/2 Damage**

**Q = 1/4 Damage**

**X = No effect**

| SKILL TYPES |     |     |     |     |     |     |     |     |     |     | ↓ |
|-------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|
| ICE         | GRS | ELC | ROC | GRD | FGT | BUG | POS | FLY | PSY | GST |   |
| —           | —   | —   | —   | —   | ×2  | —   | —   | —   | —   | X   |   |
| —           | H   | —   | ×2  | ×2  | —   | H   | —   | —   | —   | —   |   |
| H           | ×2  | ×2  | —   | —   | —   | —   | —   | —   | —   | —   |   |
| ×2          | H   | H   | —   | H   | —   | ×2  | ×2  | ×2  | —   | —   |   |
| —           | —   | H   | —   | ×2  | —   | —   | —   | H   | —   | —   |   |
| ×2          | ×2  | X   | H   | —   | —   | —   | H   | —   | —   | —   |   |
| —           | —   | —   | H   | —   | —   | H   | —   | ×2  | ×2  | —   |   |
| —           | H   | —   | ×2  | H   | H   | —   | ×2  | ×2  | —   | —   |   |
| —           | —   | —   | —   | ×2  | H   | ×2  | H   | —   | ×2  | —   |   |
| —           | H   | —   | —   | —   | H   | ×2  | —   | —   | H   | X   |   |
| ×2          | H   | H   | —   | —   | —   | —   | —   | —   | —   | —   |   |
| ×2          | H   | ×2  | ×2  | X   | —   | H   | —   | —   | —   | X   |   |
| —           | Q   | ×2  | ×4  | X   | H   | Q   | —   | —   | —   | —   |   |
| —           | —   | ×4  | ×2  | X   | H   | H   | —   | —   | —   | —   |   |
| Q           | ×2  | ×2  | ×2  | H   | ×2  | —   | —   | —   | —   | —   |   |
| H           | ×2  | ×2  | H   | —   | —   | H   | —   | ×2  | ×2  | —   |   |
| H           | —   | ×2  | —   | ×2  | H   | —   | H   | —   | ×2  | —   |   |
| —           | ×2  | ×2  | —   | —   | H   | ×2  | —   | —   | H   | X   |   |
| H           | —   | ×2  | ×4  | X   | —   | H   | —   | —   | —   | —   |   |
| ×2          | Q   | H   | —   | —   | H   | ×4  | —   | ×2  | ×2  | —   |   |
| ×2          | —   | H   | —   | H   | H   | ×4  | ×2  | ×2  | H   | X   |   |
| ×2          | H   | —   | ×2  | X   | H   | H   | —   | H   | —   | —   |   |
| ×2          | —   | ×2  | ×2  | X   | —   | H   | H   | H   | —   | —   |   |
| ×2          | ×4  | X   | H   | ×2  | ×2  | —   | Q   | H   | —   | —   |   |
| H           | ×4  | ×2  | —   | ×2  | ×2  | —   | H   | H   | —   | —   |   |
| ×2          | Q   | ×2  | ×4  | X   | Q   | H   | ×2  | ×2  | —   | —   |   |
| —           | Q   | H   | ×2  | Q   | H   | —   | ×4  | ×4  | —   | —   |   |
| —           | —   | —   | ×2  | —   | Q   | —   | —   | ×2  | ×2  | —   |   |
| —           | Q   | X   | H   | ×2  | H   | —   | Q   | —   | ×2  | —   |   |
| ×2          | —   | ×2  | ×2  | X   | Q   | H   | —   | —   | ×2  | —   |   |
| —           | —   | —   | —   | ×2  | X   | H   | Q   | —   | ×2  | ×2  |   |
| ×4          | Q   | —   | ×2  | X   | H   | H   | —   | —   | —   | —   |   |





### Dos and Don'ts

**Do** Play this game with a friend—or, better, two!

Trading is integral to *Pokémon*. The sooner you get used to it, the better off you'll be. If you want to avoid the hassle of dealing with tricky friends, and if you have an extra Game Boy and a link cable, then buy both versions of the game and trade with yourself.

Regardless of how you trade, getting all 150 Pokémon requires a carefully planned effort, and is best accomplished among three people. Here's a list of the points for which you must plan ahead and decide who gets what.

- ▲ the official choosing of starter Pokémon at the beginning of the game (RB)
- ▲ choose either Dome Fossil or Helix Fossil at the bottom of Mt. Moon (RBY)
- ▲ get Porygon for 9999 CR (RY) or 6500 CR (B)
- ▲ obtain Hitmonlee or Hitmonchan at the Splinter Gym in Saffron City (RBY)
- ▲ Evolve Eevee with a Thunder Stone, Water Stone, or Fire Stone (RBY)

If you assign each partner a role, you'll have a far easier time collecting Pokémon without duplicating rare ones.

**Don't** concentrate on raising one character over the others!

It's a familiar scenario: you get a Pokémon you really like and you use it more often than any of the others. However, it's better to share the wealth—and experience points—for several reasons. A well-balanced team of equally strong Pokémon fares much better against the Elite Four and your Rival. It also provides backup in case your favorite Pokémon runs out of PP or is incapacitated in battle. Remember, as the game progresses, the number of Trainers you must defeat in any one area increases, too, as does the challenge they present.

This is especially important in *Pokémon Yellow*, where Pikachu starts at a disadvantage. Capturing the right Pokémon types and leveling them up to Pikachu's level at the beginning of the game is crucial. Plus, the emphasis on Rock and Ground Pokémon later in the game means you'll need high-level Pokémon that can handle them.

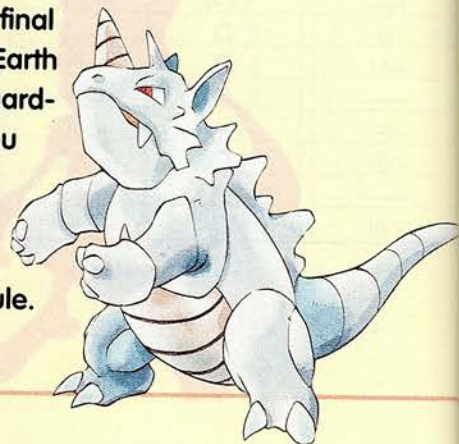
**Do** Take advantage of the 1.5 experience bonus for traded Pokémon.

If you find yourself with a Pokémon you must raise quickly, try trading it to another cartridge. Traded Pokémon receive 1.5 times the experience points of regular Pokémon, and that adds up in a hurry. This is an especially effective way to level up more powerful Pokémon that Evolve at higher levels than normal, such as the Dratini.

**Don't** try to play the game from the beginning with your friend's LV70 Mewtwo.

It sounds like a good idea, doesn't it? Unfortunately, however, *Pokémon's* Badge system provides checks and balances that encourage you not to do this. As you'll learn from a Pewter City citizen, Pokémon can choose not to obey a new and inexperienced Trainer. In fact, you're guaranteed mastery over all Pokémon to LV30 only after you reach Cerulean City and win the Cascade Badge. The Rainbow Badge extends that mastery to LV50 Pokémon, and the Marsh Badge to LV70 Pokémon.

After you defeat the final Leader and acquire the Earth Badge, all Pokémon, regardless of level, will obey you without hesitation. Until then, both captured and traded Pokémon are susceptible to this little rule.





You'll discover the LV70 Mewtwo you thought would help you win the game in no time actually spends most of its time sulking and refusing to perform.

### Do save often.

Saving has advantages. If a Trainer or Gym Leader defeats you, you'll resurrect at the last Pokémon Center you visited, but at a price—half your money!

Save your game before important battles, or when you encounter a legendary Pokémon, such as Zapdos or Mewtwo. Because you have only one chance to capture it, saving allows you to restart should you run out of Ultra Balls or defeat it accidentally.

### Don't be fooled: trading doesn't have to be permanent.

When you trade a Pokémon, you automatically get credit for having captured it. You keep this credit even if you trade the Pokémon back to the original owner. Players hesitant to trade away a precious creature should stipulate this as a term of agreement before trading with friends.

### Do remember to buy antidotes and other curatives before entering dungeons.

It's so discouraging to lose to a creature that puts your Pokémon to Sleep simply because you didn't have Awakening potion. Always stock up on potions, antidotes, and other curatives before venturing into unknown locales!

### Don't forget, Pokémon can suffer only one negative status at a time.

If your Pokémon ends up Paralyzed or Poisoned, think twice before healing it during battle. Although a Paralyzed Pokémon can be a hindrance, it prevents the enemy from hitting it with something worse, such as Sleep or Ice.

### Do try to match Pokémon in battle to maximize their effectiveness.

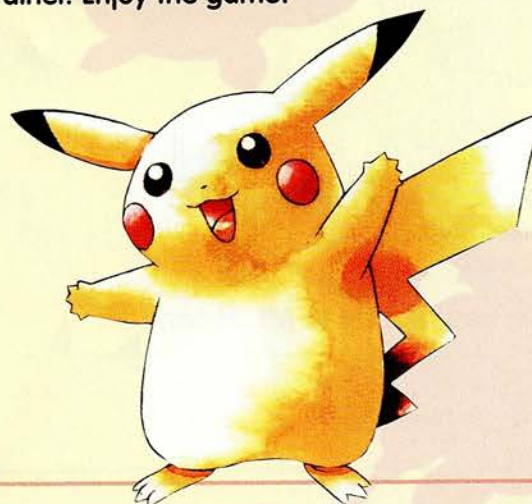
Refer to the foregoing Pokémon Skill Vs. Skill Type Chart when choosing Pokémon and attacks for battle. When possible, make sure the Pokémon you pit against enemy creatures have supereffective attacks against that foe and won't take too much damage in return. You'll find their attack bonus can give even weak Pokémon a fighting chance against a stronger enemy.

### Don't hesitate to change Pokémon during a battle.

Bait-and-switch is perfectly ethical in the world of Pokémon. If you should pick up a Pokémon that's much weaker than your current favorites, don't be afraid to level it up by letting it serve a quick round in battle. In fact, moving a weak Pokémon to the top of your list, and then swapping it with a more powerful fighter, is one of the quickest and safest ways to raise its level. After all, experience points are divided equally among all combatants!

### Finally, do experiment!

You can't know what's possible until you try it. Don't be afraid to mix and match TMs, or to raise what you think will become interesting characters. There's no right or wrong way to become a Master Pokémon Trainer. Enjoy the game!





# a Walk Through the World of Pokémon

## Part One: The Quick-and-Dirty Path

What follows is a quick overview of the game's major events in the order they happen. You'll learn how to make your way through the world of Pokémon, and find out what to get and who to see in each area. Use this guide in conjunction with the map pages that follow, and you'll win the acclaimed title of Master Pokémon Trainer in style!

### Pallet Town

RB: Choose one of the three Pokémon in Professor Oak's Lab.

Y: Get Pikachu from Professor Oak's Lab.

### Route 1: Pallet Town to Viridian City

### Viridian City

Pick up **Oak's Parcel** from the clerk at the Poké Mart.

### Route 1: Viridian City to Pallet Town

### Pallet Town

Deliver **Oak's Parcel** to Professor Oak and receive a **Pokédex** in exchange.

Pick up a **Town Map** from your Rival's sister.

### Route 1: Pallet Town to Viridian City

### Viridian City

### Route 2: Viridian City to Pewter City

### Viridian Forest

### Pewter City

Defeat Brock at the Pewter City Gym.  
Get the **Boulderbadge**.

### Route 3: Pewter City to Mt. Moon

### Mt. Moon

### Route 4: Mt. Moon to Cerulean City

### Cerulean City

Defeat Misty at the Cerulean City Gym.  
Get the **Cascade Badge**.

### Routes 24 and 25: Cerulean City to the Sea Cottage

Help Bill and get the **SS Ticket**.

### Cerulean City

### Route 5: Cerulean City

### Underground Path: Cerulean City to Vermilion City

### Route 6: To Vermilion City

### Vermilion City

Pick up HM01 from the Captain of the **SS Anne**.  
Defeat Lt. Surge at the Vermilion City Gym.

Get the **Thunder Badge**.

Pick up the **Bike Voucher** from the Pokémon Fan Club.

### Route 11

### Diglett's Cave Route 2

Pick up HM05.

Diglett's Cave to Route 11 to Vermilion City to  
Route 6 to the Underground Path and Route 5





## A Walk Through the World of Pokémon

### ▶ Cerulean City

Get the **Bicycle** with the Bike Voucher.

### ▶ Route 9: Cerulean City to Rock Tunnel

### ▶ Rock Tunnel

### ▶ Route 10: Rock Tunnel to Lavender Town

### ▶ Lavender Town

### ▶ Underground Path: Lavender Town to Celadon City

### ▶ Celadon City

Defeat Erika at the Celadon City Gym. Get the **Rainbow Badge**.  
Get the **Silph Scope** from Team Rocket's hideout beneath the Game Corner. Buy a water, **Lemonade**, or **Soda Pop** from the vending machines on the roof of the Celadon Department Store.

### ▶ Underground Path: Cerulean City to Lavender Town

### ▶ Lavender Town

Rescue Mr. Fuji from the Pokémon Tower.  
Get the **Poké Flute**.

### ▶ Route 8: Lavender Town to Saffron City

Give the thirsty guard a drink.

### ▶ Saffron Town

Rescue the President of Silph Company and receive a **Master Ball**. Defeat Sabrina at the Saffron Town Gym.  
Get the **Marsh Badge**.

### ▶ Route 7: Saffron City to Celadon City

### ▶ Celadon City

Route 16: Wake the Snorlax!  
Get HM02 from the house behind the bushes.

Routes 17 and 18:  
Cycling Road

### ▶ Route 8: Saffron City to Lavender Town

### ▶ Lavender Town

### ▶ Route 12

Wake the Snorlax

Routes 13, 14 and 15:  
The Docks

### ▶ Fuchsia City

Defeat Koga at the Fuchsia City Gym. Get the **Soul Badge**.  
Pick up HM03 and the **Gold Teeth** in the Safari Zone.  
Exchange the **Gold Teeth** for HM04 with the Game Warden.

### ▶ Route 19: Fuchsia City to the Seafoam Islands

### ▶ Seafoam Islands

### ▶ Route 20: Seafoam Islands to Cinnabar Island

### ▶ Cinnabar Island

Find the **Secret Key** in the Pokémon House. Defeat Blaine at the Cinnabar Island Gym. Get the **Volcano Badge**.

### ▶ Route 21: Cinnabar Island to Pallet Town

### ▶ Pallet Town and Route 1 to Viridian City

### ▶ Viridian City

Defeat Giovanni, leader of Team Rocket, at the Viridian City Gym. Get the **Earth Badge**.

### ▶ Route 22 and 23: Viridian City to Victory Road

### ▶ Victory Road

### ▶ Indigo Plateau

Defeat the Elite Four, one by one.  
Defeat your Rival one last time.  
Become the Master Pokémon Trainer.

### ▶ The End—or Is It?



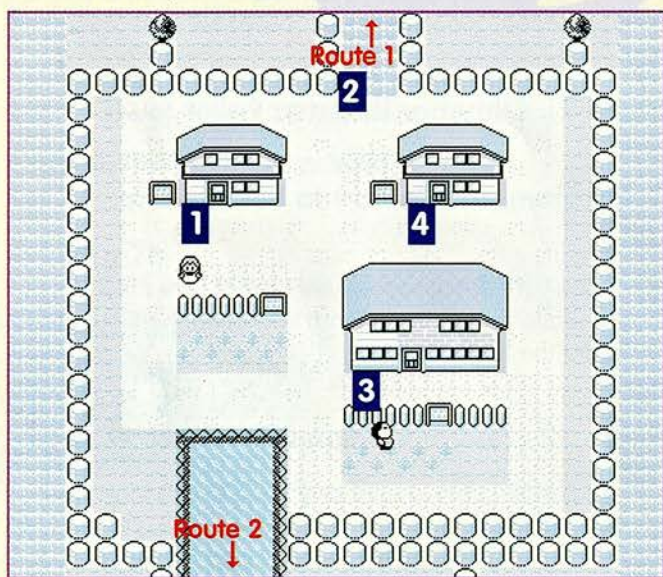


### Part Two: A Detailed Look at the World of Pokémon

The sections that follow provide a closer look at the world of Pokémon. *Pokémon Red*-, *Blue*-, and *Yellow*-specific events or items are marked with the appropriate letter (R,B, or Y).

#### Pallet Town

You were born and raised in this tiny town. Now you're leaving it to fulfill your destiny as a Master Pokémon Trainer. Everyone feels sad, but they understand that it's time for you to leave the nest. Your goal is to find the elusive Professor Oak and earn your first Pokémon.



#### Pokémon

| NAME      | R | B | Y |
|-----------|---|---|---|
| Poliwag   | X | X | — |
| Tentacool | X | X | X |
| Staryu    | — | — | X |

find a **Potion**. Your mother waits downstairs in the living room, always willing to provide comfort and a healing dose of chicken soup when you need it. Whenever you're in the neighborhood, pay her a visit and she'll heal your wounds.

#### 2. Professor Oak

Wanna jump-start the game? Leaving Pallet Town makes Professor Oak come running instantly!

#### 3. The Lab



Get your first Pokémon here!

Here in Professor Oak's Lab you'll receive two things at two different times. When you meet Professor Oak at the entrance to town, he'll drag you here and give

you your first Pokémon. Which Pokémon you get depends on the version of the game. Watch out for your Rival on the way out! He's all set to try his Pokémon out on you!



Deliver **Oak's Parcel** and he'll give you this!

Later, once you've delivered a certain **Parcel** to Professor Oak, you'll get your **Pokédex** and can buy **Pokéballs** and start your Pokémon collection! Happy hunting!



#### Pikachu Note!

When you meet Professor Oak, he rescues you from Pikachu. (Everyone knows how menacing Pikachu is!) Back at the Lab, you must deal with your Rival, who's arrived early to get his Pokémon from his grandfather. There's only one **Pokéball** on the table this time (it's an Eevee!) but your Rival claims it before you can get a closer look. Instead, you get the Pokémon Oak caught earlier—Pikachu. After you battle Gary (did you win?),



Professor Oak notices that Pikachu hates being in its **Pokéball**. Leave it out and talk to it often!

Pikachu's not happy to see you—yet!





# A Walk Through the World of Pokémon

## 4. Why Should You Visit Your Rival's Home?



Regardless of what your Rival says, his sister will be glad to help you!

Maybe your Rival's sister likes you: visit her after you get your **Pokédex** and she'll give you a copy of the **Town Map**. This awesome item

helps you find your way from town to town!

## Route 1

The roads in the world of Pokémon can be dangerous if you're unprepared. The first time you walk down this road, it's just you and your first Pokémon.

After you gain the ability to capture Wild Pokémon, you can use this as a hunting ground. Take this road north to Viridian City.

### Pokémon

| NAME    | R | B | Y |
|---------|---|---|---|
| Pidgey  | X | X | X |
| Rattata | X | X | X |

## 1. The Dangers of Long Grass

You'll find Wild Pokémon wherever you see these patches of long, waving grass. Except for a few places in dungeons and in water, you won't find Wild Pokémon anywhere else! If your Pokémon is low on Hit Points or you don't want to fight in any more random battles—stay out of the grass (or use repel)!

## 2. The Rewards of Being Friendly

Whenever you encounter persons in a town or on a road, take the time to talk with them. They usually offer helpful words of wisdom, or even—as with this guy—a spare item. The **Potion** he gives you may come in handy!

### Pikachu's Tip



This is the first opportunity you'll have to fight a Wild Pokémon. The first time you go up and down this road, you can't use Pokéballs to capture Pokémon, or buy a lot of potions for healing, so *fight with care*. If your Pokémon is getting low on health, use your potion or stay out of the long grass and avoid battles until you can heal it at a Pokémon Center or at your house.



### Pokémon

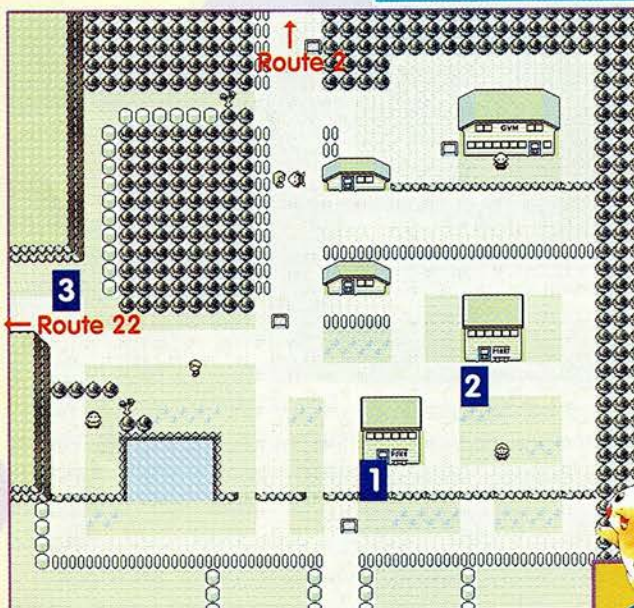
| NAME     | R | B | Y |
|----------|---|---|---|
| Poliwhag | X | X | X |
| Goldeen  | X | X | — |

### Poké Mart

| ITEM          | PRICE |
|---------------|-------|
| Pokéball      | 200   |
| Potion (Y)    | 300   |
| Antidote      | 100   |
| Paralyze Heal | 200   |
| Burn Heal     | 250   |

## Viridian City

At first, you won't find much to do here: the Gym's closed up tight. But you'll get to visit your first Pokémon Center and shop at a Poké Mart.





### 1. My Pokémon Needs Help!



In *Pokémon Yellow*, the attendant is none other than Nurse Joy and her Chansey!

Whenever you enter a new city, locate the Pokémon Center right away. There you can heal your Pokémon for

free at the first counter! Just leave your wounded fighters with Nurse Joy and she'll return them to you "fighting fit."

You can also use the computer terminal here to log into your personal computer (to store items), Someone's

Computer (to store Pokémon), and Professor Oak's Computer (to have your Pokédex evaluated). A good Pokémon Trainer uses these tools wisely and often—especially because you can carry only 20 items and six Pokémon with you.

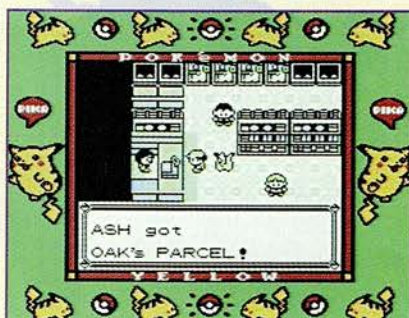
At the counter to the right, you'll find the Cable Club. Come here when you want to trade Pokémon with friends, or battle your Pokémon head-to-head in the Colosseum!

### Note

Whenever you go out to capture Pokémon, you fill the six slots on your belt first. Any extra Pokémon teleport into storage on your computer account. You can save Pokémon this way until the box currently selected becomes full.

When you're about to enter an area with a lot of new Pokémon, such as Viridian Forest or Mt. Moon, stop by a Pokémon Center and change to an empty box.

### 2. Delivery for Professor Oak!



You must deliver Oak's Parcel before you can shop!

At the Viridian City Poké Mart you'll find shelves of basic supplies, as well as a post office. The clerk has a package for Professor Oak

that must be delivered immediately, and the delivery boy's out sick! If you do this favor now, maybe he'll let you return and buy supplies for your long journey.

### 3. Pokémon Hunting on Route 22



You can't exit Viridian to the north without Pokédex in your inventory!

Once you can buy Pokéballs and capture Wild Pokémon, consider hunting in the long grass along Route 22. Here, not far from

Viridian City and the Pokémon Center, you'll find lots of low-level Rattata, Spearow, Nidoran ♂, and Nidoran ♀. In *Pokémon Yellow*, you can even capture helpful Mankey.

### Rival Battle Number 2



Be careful! Your Rival wants a rematch!

Don't go too far on Route 22, though! Your Rival lurks along the path to the top and is dying to challenge you to another fight. Before you accept the challenge, make sure you have at

least two well-trained Pokémon. For this battle, your Rival has added a LV9 Spearow to his LV8 Eevee.

### Note

In *Pokémon Yellow*, the outcome of these first two battles determines how your Rival develops his team of Pokémon (and his Eevee, especially).

**Pattern A:** If you defeat him both at Professor Oak's Lab and on Route 22, he'll evolve his Eevee into a Jolteon.  
**Pattern B:** If you defeat him at Professor Oak's Lab, but lose to him here (or skip the battle), he'll evolve Eevee into Flareon.

**Pattern C:** If you lose to him both times (skipping this battle counts as a loss), he'll evolve his Eevee into a Vaporeon.

The type of Pokémon Eevee becomes determines the future Pokémon your Rival will train.

### 4. The Gym Is Closed?

Yup, and it will stay that way until after you defeat the seven other Gym Leaders. Sorry. Come back later!



# A Walk Through the World of Pokémon

## Route 2

This tree-lined path takes you to Pewter City via Viridian Forest. There's not much to see or do here—except capture some Bug-type Pokémon!—until you've learned the **Cut** skill from HM01. Then you can cut down the little bushes and explore the right-hand side of the road!

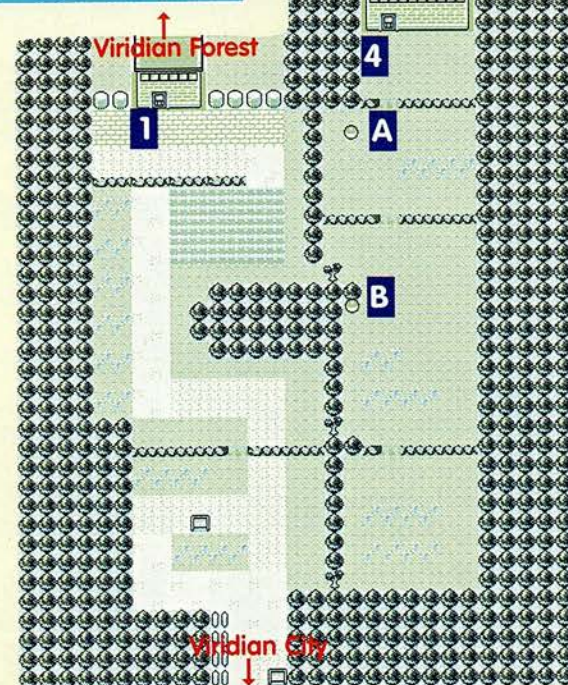


### Pokémon

| NAME      | R | B | Y |
|-----------|---|---|---|
| Pidgey    | X | X | X |
| Rattata   | X | X | X |
| Weedle    | X | — | — |
| Caterpie  | — | X | — |
| Nidoran ♂ | — | — | X |
| Nidoran ♀ | — | — | X |

### Items

- A. HP Up
- B. Moon Stone



## 1. Entrance to Viridian Forest

This little building leads to Viridian Forest. The people there will tell you a little about what to expect, but that's all. Make sure you've stocked up on **Antidote** and **Pokéballs** before you enter. It's also a good idea to heal your crew at the Viridian City Pokémon Center first!

## 2. Diglett's Cave

Until one of your Pokémon learns how to **Fly** with HM02, you must rely on Diglett's Cave to take you from the area east of Mt. Moon back to here. With the **Cut** skill, you can slice down the saplings blocking the path and go home for a quick visit!

## 3. Trader Alert!



Trading is the only way to get Mr. Mime!

The person in this house will trade one of his Pokémon for one of yours!

Red/Blue: Trade Abra for Mr. Mime.  
Yellow: Trade Clefairy for Mr. Mime.

## 4. An Illuminating Visit



Professor Oak's Aide always has nice gadgets to give away to deserving Trainers.

## Note

You need **Surf**, **Strength**, and **Cut** and must find the five **Hidden Machines** if you want to complete your journey. These skill machines differ from **Technical Machines**: they're reusable and you can use the skills they would contain in battle or as you travel on the Field Map—once you have the appropriate Badge.

A warning: once a Pokémon uses a Hidden Machine, it can never unlearn that skill.

The people in this building are full of good information about HM05 and its **Flash** skill. Pokémon with this skill can light up whole dungeons. If you've captured 10 Pokémon by the time you reach this building, Professor Oak's Aide will give you your own copy of HM05.





# POKÉMON YELLOW

## Prima's Official Strategy Guide

### Viridian Forest

Viridian Forest is the first place you'll encounter bands of roadside Trainers. They position themselves near roads or in dungeons to challenge unsuspecting Pokémon Trainers. Be on the lookout!

#### Pokémon

| NAME      | R | B | Y |
|-----------|---|---|---|
| Weedle    | X | X | — |
| Kakuna    | X | X | — |
| Caterpie  | X | X | X |
| Metapod   | X | X | X |
| Pidgey    | — | — | X |
| Pidgeotto | — | — | X |
| Pikachu   | X | X | — |

#### Items

- A. Pokéball
- B. Potion
- C. Antidote (RB)/Potion (Y)

### Trainer Talk



## Note

If you're playing *Pokémon Blue* or *Red*, here's your chance to finally acquire a Pikachu! You won't find one often in these woods, but when you do, you should try to capture it.

The number of Trainers you must defeat here depends on the version of the game you play. There are three Weedle- and Caterpie-totin' Bug Catchers if you're playing *Pokémon Red* or *Blue*, and five if you're playing *Yellow*. Use these battles to raise the levels of your current Pokémon. If you plan to capture some of the local wildlife (Caterpie is recommended for *Yellow* players!), you might be able to take on these Trainers afterward.

## Note

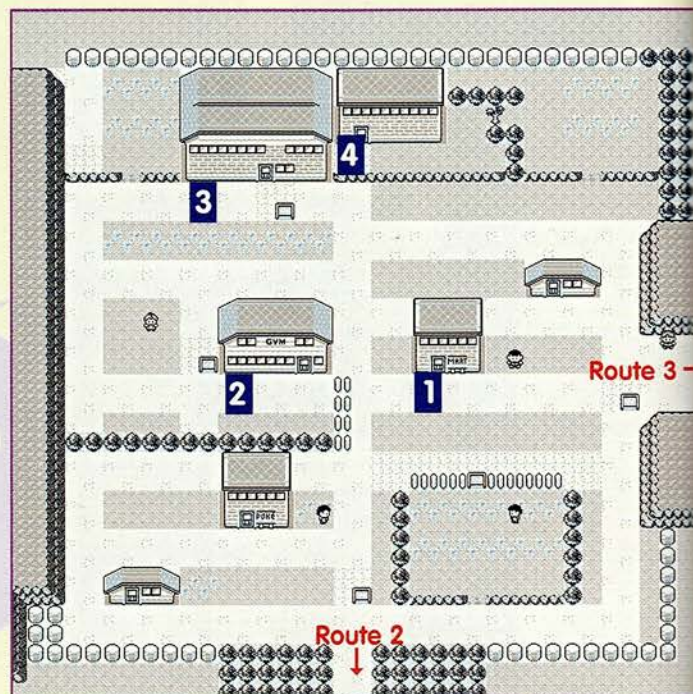
Brock, the Gym Leader at the Pewter City Gym, specializes in Rock Pokémon. Because Pikachu's attacks have no effect on Brock's Pokémon, plan for this while you have time. Raise a Caterpie to its final evolution stage (Butterfree) while you're in the Forest—a great way to defeat Brock!

### Pewter City

A sentry from the Gym won't let you enter Route 3 until after you defeat Brock! While you're in town, be sure to view the Museum's exhibit of prehistoric Pokémon.

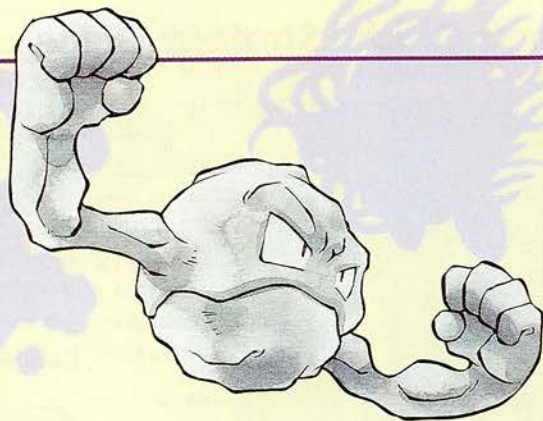
#### Poké Mart

| ITEM         | PRICE |
|--------------|-------|
| Pokéball     | 200   |
| Potion       | 300   |
| Escape Rope  | 550   |
| Antidote     | 100   |
| Burn Heal    | 250   |
| Awakening    | 200   |
| Paralyz Heal | 200   |





# A Walk Through the World of Pokémon



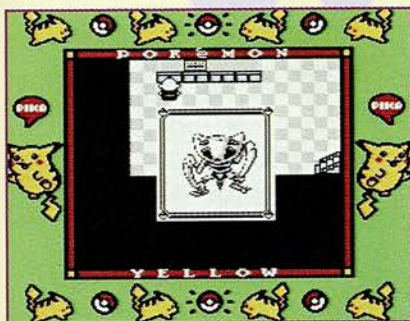
## 1. Visit the Poké Mart

Before you face Brock or head down Route 3 to explore Mt. Moon, be sure to buy some **Potions** here!

## 2. Fight at the Gym!

Are you ready for your first bout with a Gym Leader? From the look of the entrance pillars, your Rival's been here and gone.

## 3. The Pewter Museum of Science

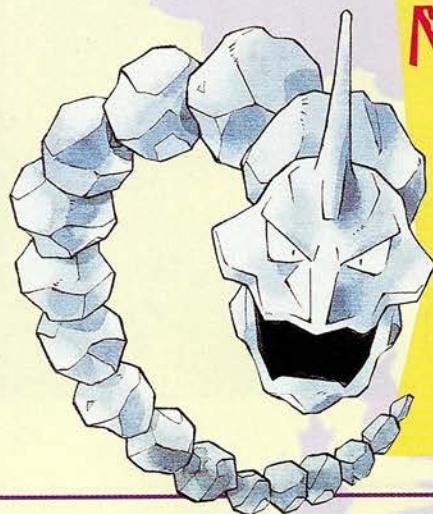


Look closely at the exhibits.

This month's exhibit features the remains of prehistoric Pokémon. Judging from the skeletons, those creatures were fierce. Go ahead and spend the 50 P to get in; it's worth it!

## 4. Wonder What They're Researching in There?

On the research side of the Museum (which you can enter after you acquire the **Cut** ability), the paleontologists are full of stories about fossils coming to life. Plus, someone's found an Aerodactyl fossil. Maybe they'll let you borrow it ....



## Note

Consider the Junior Trainers in each Gym a warm-up for the big battle with the Gym Leader. Their Pokémon are similar in type and level to what the big boss will use. Blow through the Junior Trainers, and then you'll be ready to go up against the Leader.

## Gym Leader Lowdown Number 1: Brock of the Pewter City Gym



The time has come to face your first Gym Leader—and he'll toss you a curve! Up to now, you've fought only tiny bug, bird, and rodent Pokémon—pretty easy to defeat, right? That's about to change! Brock raises Rock and Ground Pokémon. These chunks of stone and precious gems are hard to defeat, unless you have a powerful Water or Grass Pokémon on your side.

If you're playing *Pokémon Yellow*, here's your dilemma: Pikachu's Electric Attacks have no effect on Rock-type monsters like the Onix and there are no Water or Grass Type Pokémon in the general vicinity. However, Fighter-type skills like those possessed by the

Mankey (Route 22) or the Confusion Spell of a Butterfree (Viridian Forest) are super effective against the Rock-type Pokémon favored by the Pewter Gym members. The problem is you must take the time to capture, train (or Evolve, in the case of the Butterfree), and level them up until they're roughly equal to the Gym Leader's levels (LV10 or LV11 should be high enough)! Use Mankey's Low Kick (learned at LV9) and Butterfree's Confusion (LV10) in these battles!



Confusion is guaranteed to put a dent in Onix's HP!

When you win, Brock surrenders the Boulder Badge and TM34 as a reward. The Boulder Badge provides a boost to your Pokémon's attack strength and allows you to use the hidden **Flash** skill any-

where you like. Technical Machine 34 contains the skill **Bide**, which will be familiar to you by the end of your battle with Brock's Onix.

## Brock's Pokémon Lineup (Y)



Geodude LV10  
Skills: **Tackle**



Onix LV12  
Skills: **Bide, Bind, Screech, Tackle**

## Brock's Pokémon Lineup (RB)

Geodude LV12  
Onix LV14



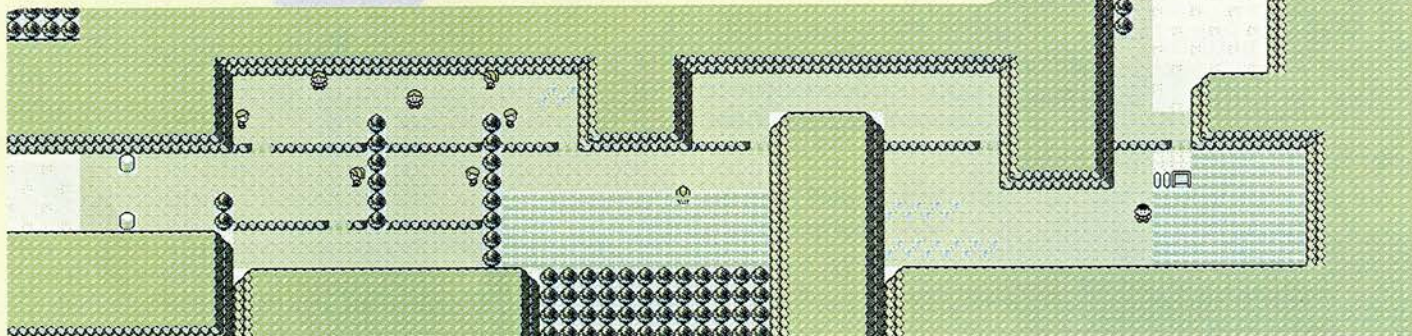


### Route 3

After that fierce battle with Brock, it's time to relax with a few friendly bouts with the Trainers on this road. Then head over to Mt. Moon and get ready to do some exploring!

#### Pokémon

| NAME       | R | B | Y |
|------------|---|---|---|
| Spearow    | X | X | X |
| Pidgey     | X | X | — |
| Jigglypuff | X | X | — |
| Mankey     | — | — | X |
| Rattata    | — | — | X |
| Sandshrew  | — | — | X |



### 1. You Want to Sell Me What?!



Is this a good deal? It depends on you.

At the Pokémon Center outside Mt. Moon a man offers to sell Magikarp for 500 P. He makes it sound like a good deal, but don't be fooled.

Magikarp are worthless creatures (until they become Gyarados) and you can catch them with a fishing pole almost anywhere. Save your money and wait until you get to Vermilion City!

Or, if your money reserves are good, buy the Magikarp and try to level it up until it Evolves into Gyarados. (Stick it at the top of your Pokémon list and switch it out at the start of each battle. This gives it half the experience earned and helps level it up quickly.) If you battle every Trainer on your way through the game, it is sure to evolve into the mighty and powerful Gyarados by the time you enter the Rock Tunnel. In *Pokémon Yellow*, having a Gyarados early in the game really helps in your quest to defeat the Elite Four.

### Trainer Talk

Along Route 3, the Bug Catchers are back, and they've brought along stronger Caterpie and Weedle, as well as a couple of Kakuna and Metapod. You'll also encounter several Youngsters and Lasses. These Trainers carry common Pokémon you've seen and captured before or will very soon. All the Pokémon on this route range from LV9 to LV14.

Your best bet: be sensible and head back to the Pewter City Pokémon Center after every second or third battle. This is easier and, more important, less expensive than relying on potions and antidotes alone. You have a big dungeon coming up, so conserve your money for the **Pokéballs** and **Potions** you'll need while you're in there.





## A Walk Through the World of Pokémon

### Mt. Moon

Team Rocket has infiltrated Mt. Moon, and they're up to no good. They may have been stealing rare fossils from the dig going on at the lowest level of the cave. You'd better go find out what they're up to.

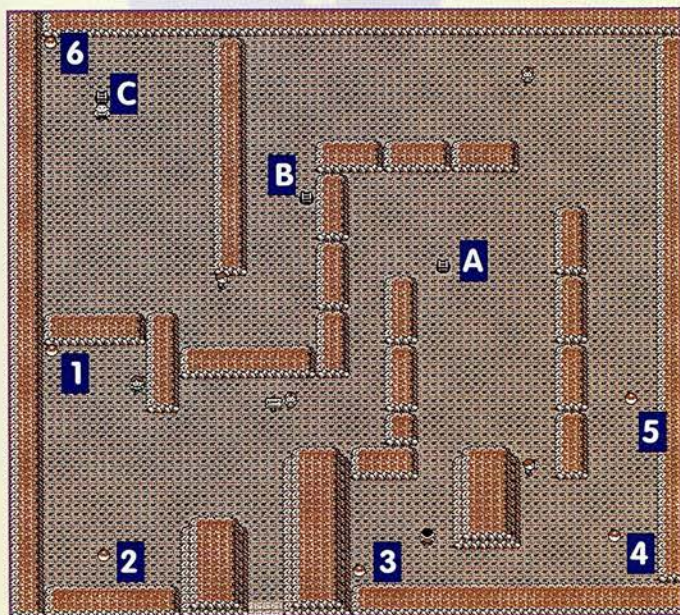
#### Pokémon

| NAME      | R | B | Y |
|-----------|---|---|---|
| Clefairy  | X | X | X |
| Geodude   | X | X | X |
| Zubat     | X | X | X |
| Paras     | X | X | — |
| Sandshrew | — | — | X |

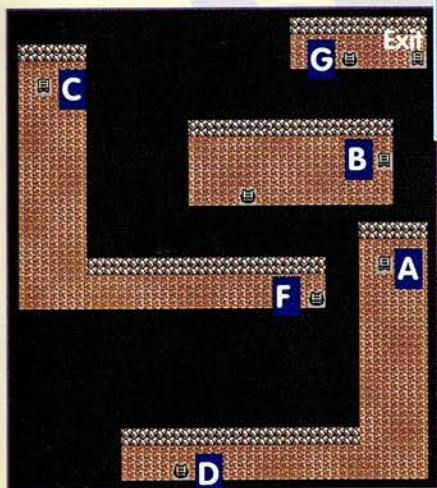
#### Items

1. Potion
2. TM12 (Water Gun)
3. Potion
4. Rare Candy
5. Escape Rope
6. Moon Stone

Mt. Moon 1F



Mt. Moon B1F



#### Pokémon

| NAME     | R | B | Y |
|----------|---|---|---|
| Clefairy | X | X | X |
| Geodude  | X | X | X |
| Paras    | X | X | X |
| Zubat    | X | X | X |

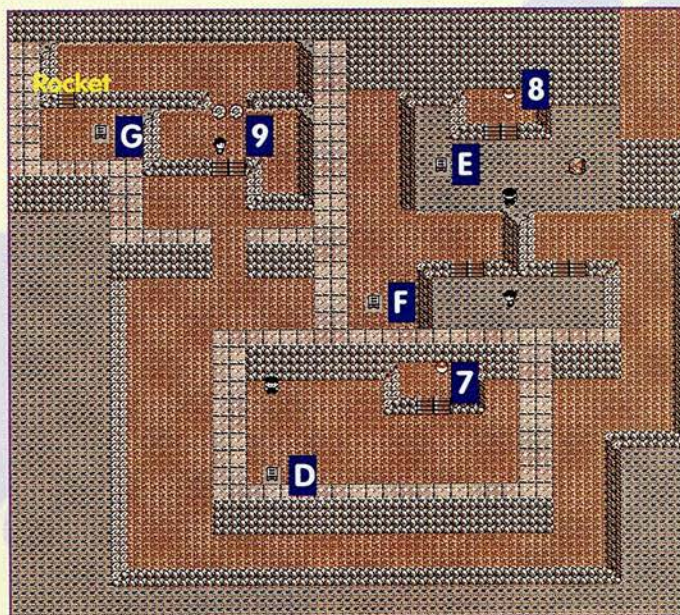
#### Pokémon

| NAME     | R | B | Y |
|----------|---|---|---|
| Clefairy | X | X | X |
| Geodude  | X | X | X |
| Paras    | X | X | X |
| Zubat    | X | X | X |

#### Items

7. HP UP
8. TM01 (Mega Punch)
9. Dome Fossil or Helix Fossil

Mt. Moon B2F



### Trainer Talk

Much like Route 3, the first floor is filled with Youngsters, Bug Catchers, and Lassies. Their assortment of Pokémon has grown somewhat: they're now at LV10 and LV11. Look out for a LV14 Clefairy, an Oddish and Bellsprout duo, and a pet Magnemite and Voltorb. Expect to battle seven of them before you've cleared the floor. And, as on Route 3, save your Potions and make good use of the Pokémon Center right outside.

Team Rocket members fill Floor B2. These bullies are known for their evil crimes and the way they mistreat Pokémon. The Rockets in Mt. Moon fight with a variety of Normal, Ground, and even Poison Pokémon.

### Decisions, Decisions!

At the end of Floor B2, a Super Nerd guards his two rare fossils. If you defeat him, he'll let you choose one. The **Dome Fossil** represents the lost DNA of Kabuto; the **Helix Fossil** carries Omanyte DNA. Regardless of which you choose, put it in a safe place and don't lose it!





### Team Rocket Battle Number 1



Oh, no! Here comes trouble!

In Yellow, before you can exit the dungeon, you come under attack by none other than Team Rocket. Jesse and James challenge you with their usual

team of Meowth, Koffing, and Ekans. For this first battle, all three are at LV13. Use Psychic and/or Fighting attacks to bring Team Rocket to its knees!

### Route 4

Once you leave Mt. Moon and enter the patch of long grass to the east, you'll find you can't return to Mt. Moon or the cities before it. Don't worry: you want to go on to Cerulean City. You'll find no Trainers there, but you can pick up TM04 (Whirlwind) on the second set of plateaus.

#### Pokémon

| NAME      | R | B | Y |
|-----------|---|---|---|
| Rattata   | X | X | X |
| Spearow   | X | X | X |
| Ekans     | X | — | — |
| Sandshrew | — | X | X |
| Mankey    | — | — | X |

Item: TM04 (Whirlwind)

### Cerulean City

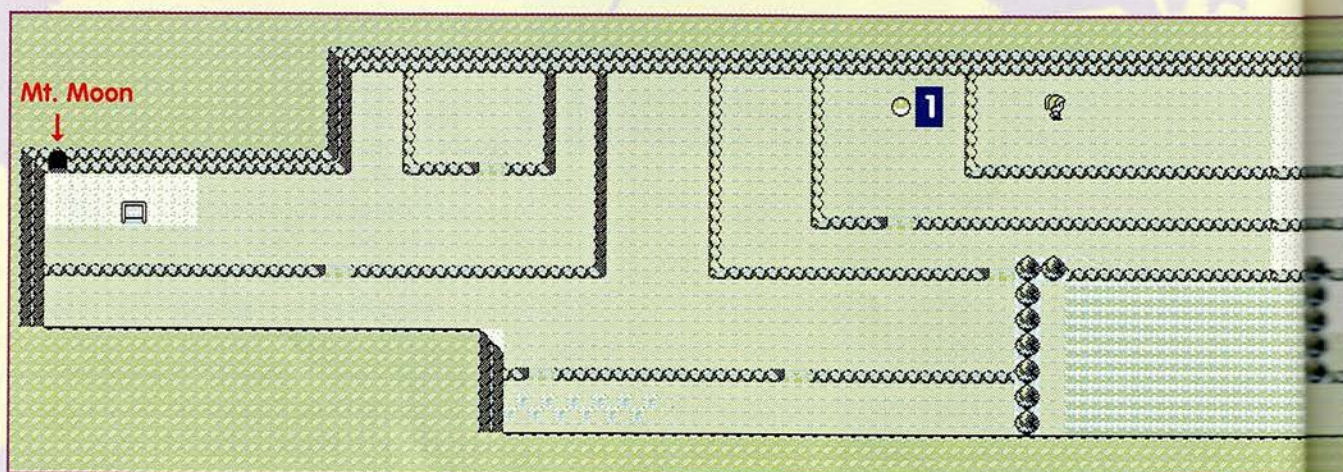
Defeat Misty at the Cerulean City Gym. Then stroll across Nugget Bridge to visit that Pokemaniac, Bill, everyone's raving about. If you can help him out, he'll reward you handsomely. Once you've done that, your path out of the city will be clear—sort of.

#### Pokémon

| NAME    | R | B | Y |
|---------|---|---|---|
| Goldeen | X | X | X |
| Psyduck | X | X | — |
| Krabby  | X | X | — |
| Seaking | — | — | X |

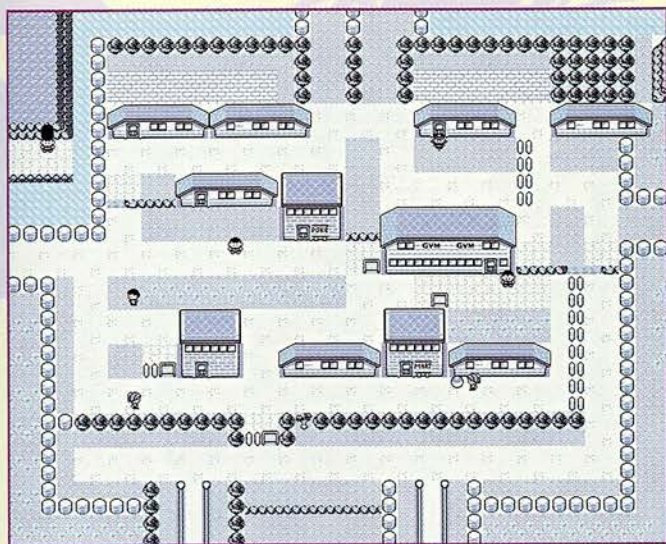
#### Poké Mart

| ITEM         | PRICE |
|--------------|-------|
| Pokéball     | 200   |
| Potion       | 200   |
| Repel        | 350   |
| Antidote     | 100   |
| Burn Heal    | 250   |
| Awakening    | 200   |
| Paralyz Heal | 200   |





# A Walk Through the World of Pokémon



## 1. Trader Alert!

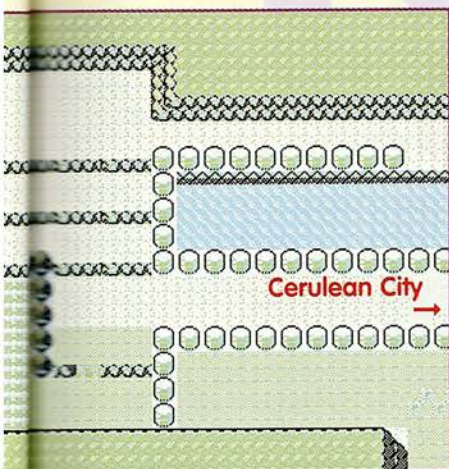
In *Pokémon Red and Blue*, a guy here wants to make a trade. If you like, you may exchange a common Poliwhirl for a rare Jynx!

## 2. What an Expensive Bike!



Get a **Bike Voucher** in Vermilion; then exchange it for a **Bike**!

A kid like you can't afford 1,000,000 P for a bicycle! But I hear you can get a free one with a **Bike Voucher**.



## 3. Adopt-A-Pokémon



It's just one of the rewards for choosing *Pokémon Yellow*.

In *Pokémon Yellow*, you can get a Bulbasaur from the Trainer who lives next to the Poké Center. Visit her after you get the **Cascade**

**Badge** from Misty and she'll ask you to take care of her Pokémon.

## 4. Cerulean City Gym

If you didn't know Misty and her friends were totally into Water Pokémon, you'd think this Gym was flooded. You can avoid the Junior Trainer swimming in the water! The moment that swimmer sees you, he'll rush right over to where you stand! But if you walk around to the far left side of the dock, you can avoid this trainer.

## 5. What's a Rocket Doing Here?



Confront the Rocket and he'll hand over the goods!

Team Rocket is up to its old tricks! This time, they're raiding houses and stealing TMs. The owner of this house is distraught about losing his new Dig TM. Now he

must *teach* his Diglett the trick. Maybe the guy behind the house knows something about it.

## 6. The Unknown Dungeon



What will it take to make the guard move?

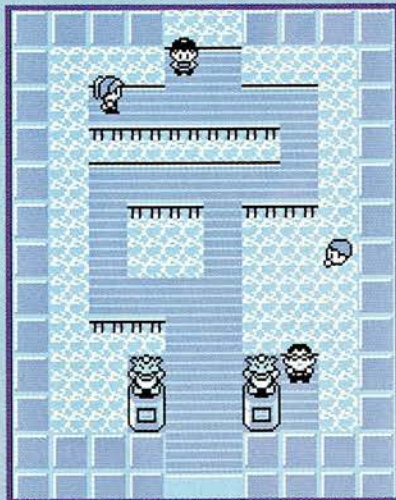
You're dying to know how to get in, aren't you? You'll have to wait until you get HM03. Then go to the other side of Nugget Bridge and surf around to the entrance. The

catch? You must be a member of the Pokémon League before you can enter, and that means you must beat the Elite Four at Indigo Plateau first!





### Gym Leader Lowdown Number 2: Misty of the Cerulean City Gym



Misty

Before you face Misty, go out and clear the

Trainers on routes 24 and 25. Then capture a Grass Pokémon from the grass patches on those roads. You can get an Oddish (LV12 or LV14) or a Bellsprout (LV12 or LV14). Level it up a bit before going to the Cerulean City Gym.

In the animated series, Pikachu fared well against the Water Pokémon—until it faced the power of Starmie's

Bubble Beam. The same thing can happen here if you depend on Pikachu alone to defeat Misty's best Pokémon. Electric attacks work well against Water Pokémon, but Electric Pokémon still have a hard time defending against large, powerful blasts of water! Instead, acquire a Grass Pokémon on routes 24 and 25 before you face Misty. Their attacks work especially well against the Gym's preferred Pokémon.



Oddish's Absorb skill is a favorite, because it replaces your character's HP with HP you steal from the enemy!

Defeating Misty earns you the Cascade Badge, which makes all Pokémon up to LV30 obey you without fail. This will come as a

big relief to those with traded Pokémon below LV 30 that misbehave. The Cascade Badge also makes it possible for you to use the **Cut** skill (HM01) out in the field.

You also earn TM11, which teaches any Water Pokémon the Bubble Beam skill. If you have a Squirtle in your party, this skill makes a great addition to its repertoire.

#### Misty's Pokémon Lineup (M)



Staryu LV18

Skills: **Tackle**, **Water Gun**



Starmie LV21

Skills: **Bubble Beam**, **Harden**, **Tackle**, **Water Gun**

#### Misty's Pokémon Lineup (RB)

Staryu LV18  
Starmie LV21

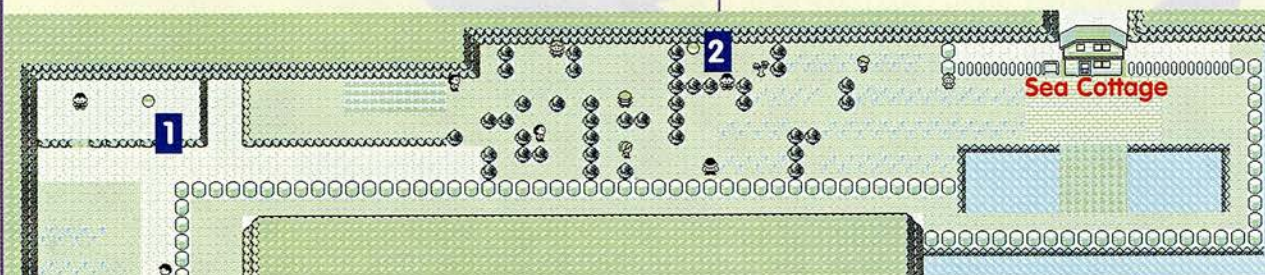


#### Pokémon

| NAME    | R | B | Y |
|---------|---|---|---|
| Krabby  | X | X | X |
| Kingler | — | — | X |
| Goldene | X | X | X |
| Seaking | — | — | X |
| Psyduck | X | X | — |

#### Items

1. TM45 (Thunder Wave)
2. TM19 (Seismic Toss)



#### Pokémon

| NAME       | R | B | Y |
|------------|---|---|---|
| Pidgey     | X | X | X |
| Pidgeotto  | — | — | X |
| Weedle     | X | X | — |
| Kakuna     | X | X | — |
| Caterpie   | X | X | — |
| Metapod    | X | X | — |
| Abra       | X | X | — |
| Oddish     | X | — | X |
| Bellsprout | — | X | X |
| Venonat    | — | — | X |

### Routes 24 and 25

To reach Bill's house, you must defeat the Trainers blocking your path. The first to come along is none other than your Rival. He's up to four Pokémon LV15 to LV18. Hope you've been keeping up with him!

#### Nugget Bridge

After you defeat your Rival, a Team Rocket member challenges you to a duel. You must defeat all five of his friends. The hardest of these five Trainers is the final one, who attacks with a LV18 Mankey. Because you can return to town and the Pokémon Center at any time during this challenge, it might be a good idea to face this Trainer fully healed. Defeat the final Trainer and he'll give you a **Nugget** as a reward. But this won't be the final Trainer you face here. The Rocket on the other end of the bridge isn't happy that you won, and will try to compel you to join his team—with force!





## A Walk Through the World of Pokémon



Your Rival meets you at the start of the bridge.



Your reward is hard-won.

### Charm! Charm!



A fire-breathing Pokémon could come in handy later.

At the end of Route 24, you'll meet a Trainer with a Pokémon to give away. If you want a Charmander, say "Yes!" when you get the chance!

### The Practice Area

After you complete the Nugget Bridge challenge, you'll face another group of Trainers. The Hikers in this group rely mostly on Ground and Rock Pokémon, such as Geodude, Machop, and Onix. Be prepared and hit them with a Pokémon that has the Bubble Beam skill you won from Misty. A Pokémon equipped with the Mega Punch skill from Mt. Moon can also prevail against these tough creatures.

### Bill's House



Will you help Bill with his retransformation?

Bill really *is* a Pokémaniac! He's turned himself into one. Help him change back by starting the transformer machine in his house. Once he's back

to his regular self, he'll give you a ticket to the Trainer's Party

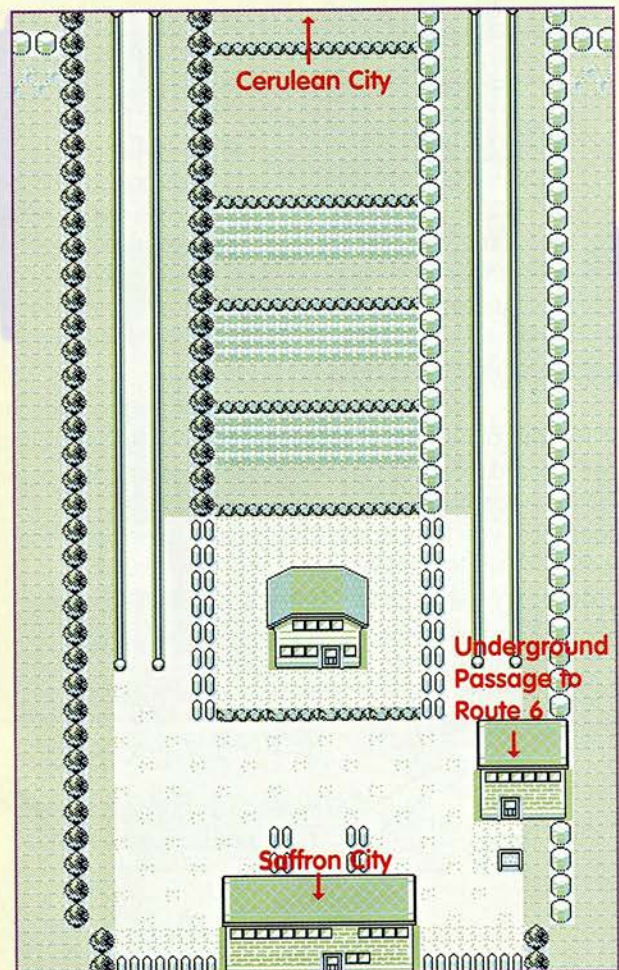
aboard the SS Anne. Remember to visit him again to check out his files on rare Pokémon. He has some interesting information about Eevee.

### Route 5

After you leave Cerulean City through the burgled house, you'll find you can reenter by jumping the wall next to the Pokémon Center, or using HM01 (**Cut**) or HM02 (**Fly**). It's not a big deal: you're pretty close to your next destination, Vermilion City. Head south to the end of the road. There you'll find a gatehouse and a small building.

### Pokémon

| NAME       | R | B | Y |
|------------|---|---|---|
| Pidgey     | X | X | X |
| Pidgeotto  | — | — | X |
| Oddish     | X | — | — |
| Mankey     | X | — | — |
| Bellsprout | — | X | — |
| Meowth     | — | X | — |
| Abra       | — | — | X |
| Jigglypuff | — | — | X |
| Rattata    | — | — | X |





### Day Care for Pokémon



Need a Pokémon-sitter?

Journey down the field between the two roads to enter the Day Care Center. There you can leave a Pokémon in the care of an expert babysitter. For a small

fee, this kind soul will raise your Pokémon for you. Just don't forget to pick it up again!

### Thirsty Guards



Where can you get something to drink around here?

One city is closer than you realize, but the roads are under construction and the gatehouse guards are *thirsty*. They might let you pass

if you can find them some water, **Soda Pop**, or **Lemonade**.

### Underground Passage

Don't let the closed roads scare you. There are other ways to get around this area. In the house to the right of the gatehouse lies the entrance to an Underground Path. This tunnel takes you from Route 5 to Route 6 in no time—and you won't have to battle any creatures on the way!

Also, you should speak to the woman inside about trading some Pokémon.

RB: Trade Nidoran♂ for a Nidoran♀.

Y: Trade a Cubone for a Machoke.

### Route 6

Now that you've made it through the Underground Path, you need only walk south to Vermilion City. As you go, check the tall grass for rare and unique species of Pokémon.



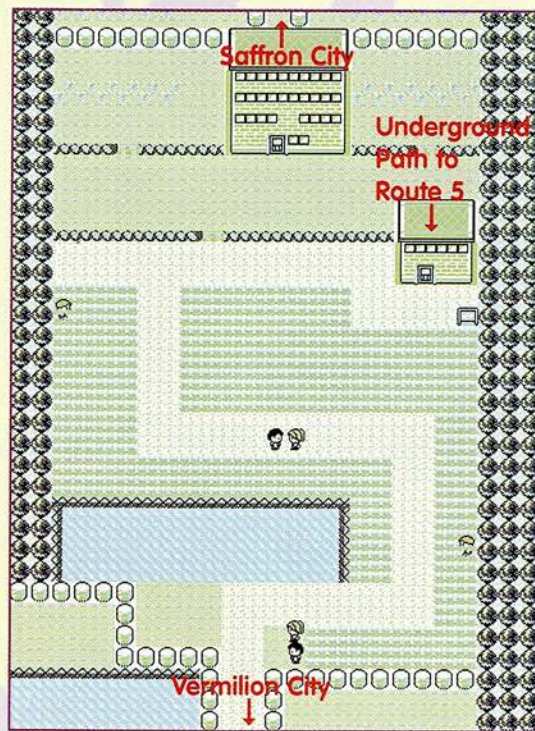
### Pokémon

| NAME     | R | B | Y |
|----------|---|---|---|
| Shellder | X | X | — |
| Krabby   | X | X | — |
| Goldeen  | — | — | X |

### Pokémon

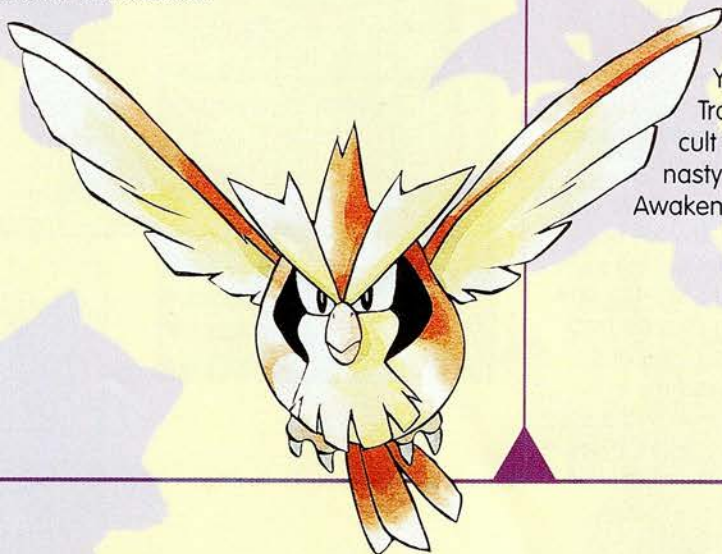
| NAME       | R | B | Y |
|------------|---|---|---|
| Pidgey     | X | X | X |
| Pidgeotto  | — | — | X |
| Oddish     | X | — | — |
| Mankey     | X | — | X |
| Bellsprout | — | X | — |
| Meowth     | — | X | — |
| Abra       | — | — | X |
| Jigglypuff | — | — | X |
| Psyduck*   | — | — | X |
| Golduck*   | — | — | X |
| Rattata    | — | — | X |

\* Go surfing to meet these.



### Trainer Talk

You'll encounter both Bug Catchers and Junior Trainers in this grassy meadow. The most difficult battle will be against a LV20 Butterfree with nasty Sleep spells. Be sure to stock up on Awakening before you come here.





# A Walk Through the World of Pokémon

## Vermilion City

Welcome to the seaside city of Vermilion. Here Pokémon and Pokémaniacs are celebrated by all. Visit the Pokémon Fan Club and see for yourself!

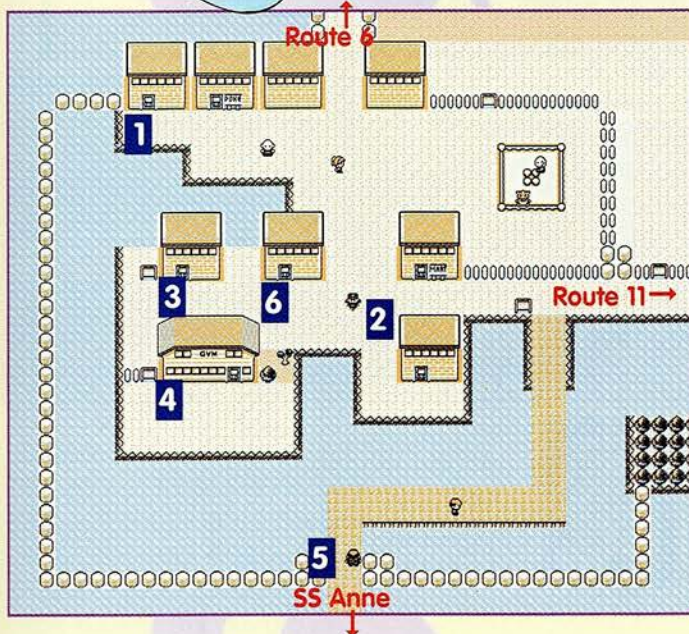


### Pokémon

| NAME      | R | B | Y |
|-----------|---|---|---|
| Shellder  | X | X | — |
| Krabby    | X | X | — |
| Horsea    | — | — | X |
| Tentacool | — | — | X |

### Poké Mart

| ITEM         | PRICE |
|--------------|-------|
| Pokéball     | 200P  |
| Super Potion | 700P  |
| Ice Heal     | 250P  |
| Awakening    | 200P  |
| Paralyz Heal | 200P  |
| Repel        | 350P  |



## 1. Hand-Me-Down Fishing Poles



Time to go fishing!

The Fishing Guru of Vermilion City is willing to give you his old fishing rod. So what if it doesn't work very well? You can still catch plenty of Magikarp with it. Besides, this guy's two

brothers are handing out poles, as well!

## 2. Officer Jenny and the Squirtle



You have to have the **Thunder Badge** before Officer Jenny will give you the Squirtle.

Officer Jenny stands in the middle of town looking for someone to take over the care and feeding of a Squirtle. Before she considers

you worthy, you must defeat Lt. Surge and win the **Thunder Badge**.

## 3. Pokémon Fans Unite!



Listen to the president talk about his Pokémon and you'll get a reward.

The president of the Pokémon Fan Club loves to talk about his rare Pokémon. His favorite is the Rapidash. Listen to him and he'll give you

his **Bike Voucher**, good for a bike over at the Cerulean City Bicycle Shop.



If you're playing *Pokémon Yellow*, be sure to speak to Pikachu when you enter. It's fallen in love with a Clefairy!

## 4. An Electric Gym



Use the **Cut** ability to enter the Gym.



Before you can enter the Vermilion City Gym, you must have the **Cut** ability (HM01) from the Captain of the *SS Anne*. Then you must figure out the code to unlock the door to Lt. Surge's room. Defeat the Junior Trainers and make them talk!

### 5. A Party on the SS Anne



Before you can board the *SS Anne*, you must have a ticket.

Before you can do much of anything in this city—such as taking on a Trainer—you must visit the Captain of the

*SS Anne*. This party ship is docked to the right of Vermilion City.

### 6. Trader Alert!

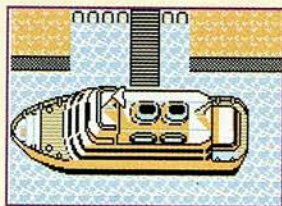
This one's easy! In *Pokémon Red* and *Blue*, this trader is willing to give up his rare Farfetch'd for a very common Spearow. Surely you have one of those in your collection!

### SS Anne

This cruise ship is filled with Trainers awaiting a challenge. As you wander the decks, you may talk with passengers resting in their staterooms. Some will want to fight you; others just dispense good advice.

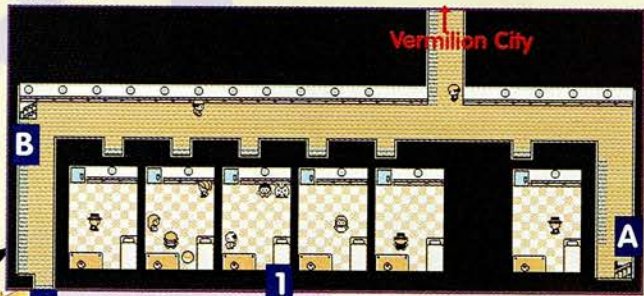
#### Items

1. TM08 (Body Slam)
2. Great Ball
3. TM44 (Rest)
4. Max Ether
5. Max Potion
6. Ether
7. Rare Candy

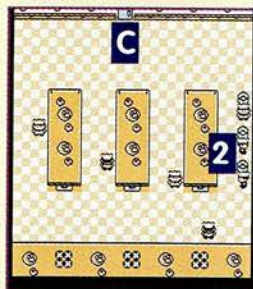


SS Anne

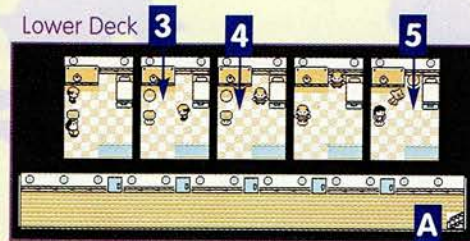
Main Deck



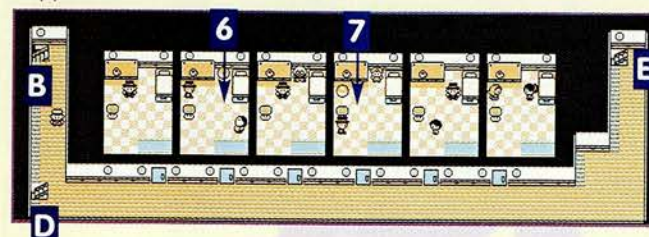
Mess Hall



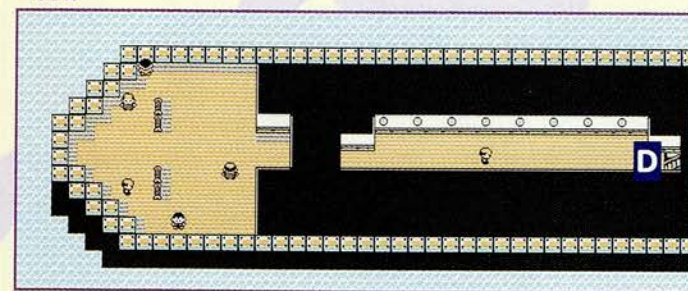
Lower Deck



Upper Deck



Bow



Captain's Room

### Trainer Talk

The gang of Trainers on the *SS Anne* are a motley bunch ranging from distinguished Gentlemen and Ladies to coarse Fishermen and Sailors. Their Pokémon are also a mixed bag, but you can count on one thing: when you battle a Fisherman or Sailor, you will see a lot of Water Pokémon. All of them fall within the LV 17 to LV 23 range of experience levels.

### What's a Party Without Good Friends?



Well, we wouldn't exactly call your Rival a good friend, but he's here on the *SS Anne*. Use this battle to check your own progress. If you beat

Oh no, not again!



## A Walk Through the World of Pokémon

him easily, then you're doing a great job! His four Pokémon are now between levels 17 and 20.

### Do You Have Anything for Seasickness?

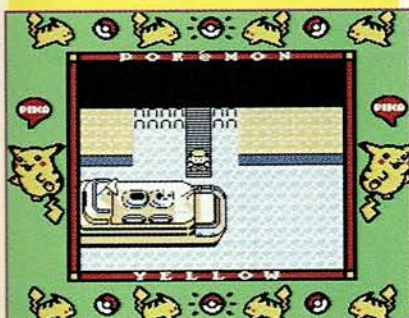


If you help the Captain out, he'll share his **Cut** skills.

The Captain is suffering from a dangerous bout of seasickness. When you help him out, he'll give you your first Hidden Machine. This one teaches the valuable **Cut** skill, which allows you to cut down the small trees blocking parts of the path. With or without this skill, you can get into the Viridian City Gym and back into Cerulean City.

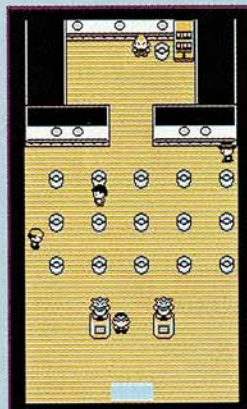
Wave good-bye to the SS Anne.

### Note



Once the Captain has regained his sea legs, it's time to set sail. If you plan to fight all the Trainers and pick up all the loot, save your trip to the Captain's chambers until the end. This way you can fight, and then run out to the Pokémon Center for healing as often as you'd like.

### Gym Leader Lowdown Number 3: Lt. Surge of the Vermilion City Gym



Lt. Surge

The **Cut** HM gets you only partway to Lt. Surge's lair. Before you can challenge him, you also must undo an electrical lock. After you defeat them, the Trainers will tell you the electrical lock's secret. Look in the garbage bins. When you find the first lock, the second will be in a neighboring can.



Search the trash cans next to this one for the second lock.

Lt. Surge leads an order of Pokémon Trainers dedicated to Electric Pokémon. Only Ground Pokémon have a special affinity for defeating Electric

Pokémon. If you picked one up during your travels, you may want to equip it with the **Dig** skill you picked up before you left Cerulean City.

The best Pokémon to take into this battle is a Diglett/Dugtrio. You need Pokémon that can deliver strong attacks against an Electric Pokémon and still withstand the force of the Raichu's Mega Kick and Mega Punch attacks. Pikachu alone, no matter how strong, will have a rough time trying to hold off this enemy Pokémon.

When you defeat Lt. Surge, you'll receive the Thunder Badge, which allows you to use the hidden **Fly** skill in and out of battle. It also increases the speed of all your Pokémon. In addition to the Badge, Lt. Surge will give you his TM24. This teaches the **Thunderbolt** skill and is a handy addition to any Electric Pokémon.

#### Lt. Surge's Pokémon Lineup (Y):



**Raichu L28**

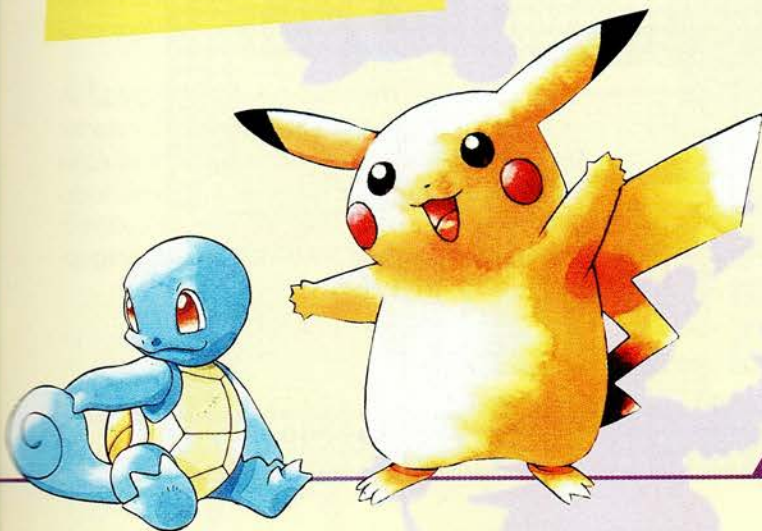
Skills: Growl, Mega Kick, Mega Punch, Thunder Bolt

#### Lt. Surge's Pokémon Lineup (RB):

Voltorb LV21

Pikachu LV18

Raichu LV24





# POKÉMON YELLOW™

## Prima's Official Strategy Guide

### Route 11

Tackle this route after you've finished your business in Vermilion City and on the SS Anne. Unfortunately, you can't continue to Route 12: a comatose Snorlax blocks the road. If only you could wake it up. Do climb to the top of the gatehouse, however, and meet with Professor Oak's Aide. You can count on him to have a great item for you if you meet his high standards!

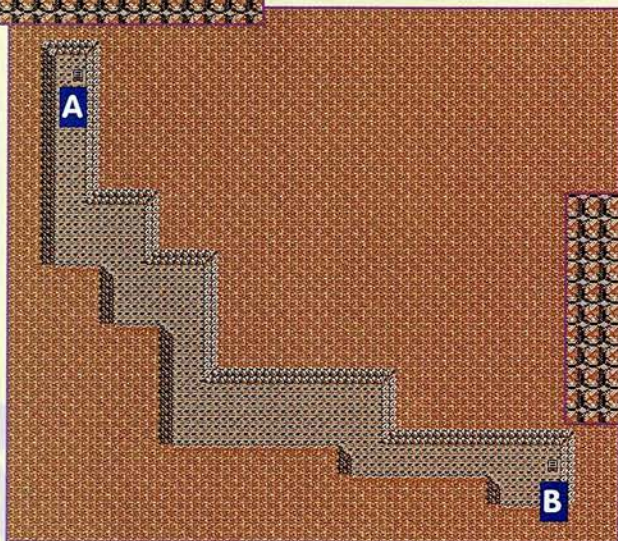
#### Pokémon

| NAME      | R | B | Y |
|-----------|---|---|---|
| Drowzee   | X | X | X |
| Spearow   | X | X | — |
| Ekans     | X | — | — |
| Sandslash | — | X | — |
| Pidgey    | — | — | X |
| Pidgeotto | — | — | X |
| Rattata   | — | — | X |
| Raticate  | — | — | X |



#### Pokémon

| NAME      | R | B | Y |
|-----------|---|---|---|
| Shellder  | X | X | — |
| Krabby    | X | X | — |
| Horsea    | — | — | X |
| Tentacool | — | — | X |



### Trainer Talk

The 10 Trainers on this field include Youngsters, Gamblers, and Engineers. Of these, the Engineers are the most predictable, with Electric Pokémon. The weakest Pokémon you'll fight here is LV18, the highest LV21.

### Itemfinder

When you've collected 30 Pokémon, Professor Oak's Aide rewards you with something called an Itemfinder. Use this tool to locate hidden items. If the Itemfinder locates an item, you'll find it somewhere on that screen. Use it in the Underground Paths and blocked-off areas that appear to have nothing in them.

### There's Trading To Be Done

Inside the Checkpoint, talk to one of the Trainers; he'll ask if you want to trade some Pokémon.

RB: Trade Nidorino for Nidorina.

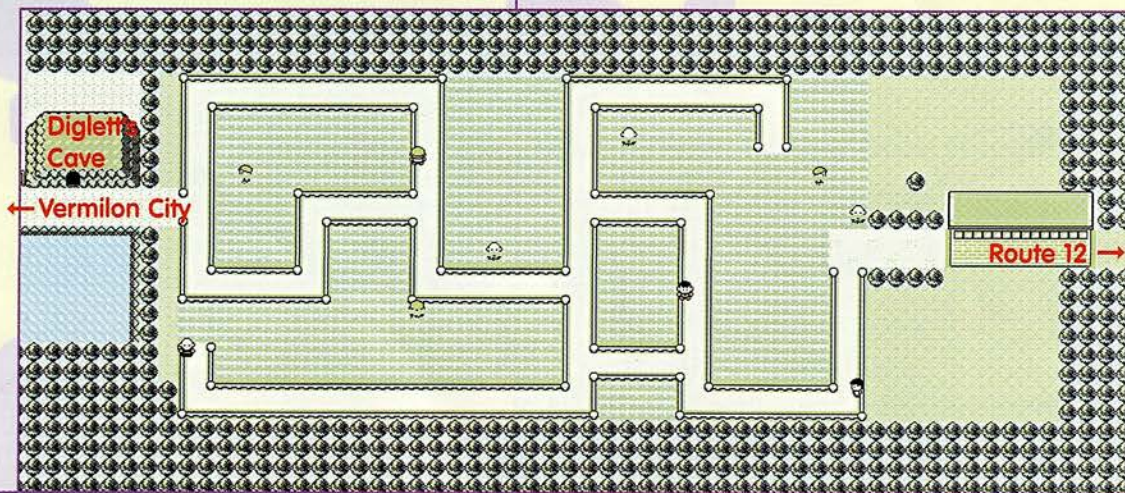
Y: Trade Lickitung for Dugtrio.

### Diglett's Cave

With the Snorlax blocking the road, you'll have no choice but to pass through Diglett's Cave to the other side of the island. This long, twisting tunnel, home to many Diglett and the rare Dugtrio, is a famous shortcut between Vermilion City and Route 2 near Pewter City.

#### Pokémon

| NAME    | R | B | Y |
|---------|---|---|---|
| Diglett | X | X | X |
| Dugtrio | X | X | X |





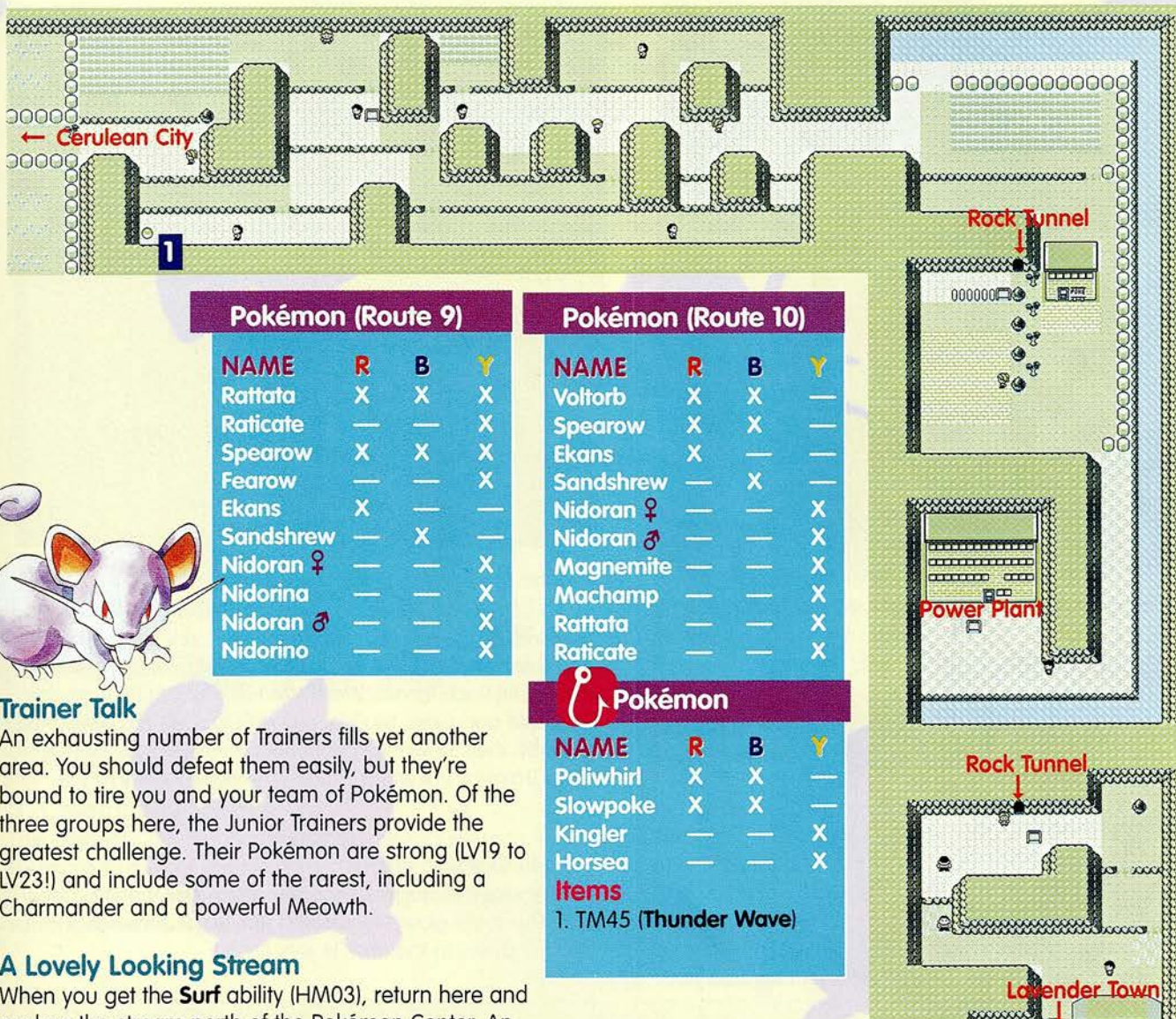
## A Walk Through the World of Pokémon

### Backtracking on Route 2!

While you're back on Route 2, be sure to pick up the goodies at the south end of the path and the **Flash** HM from Professor Oak's Aide. You'll need the **Cut** skill to reach these, so wait until you've cleared the SS Anne!

### Routes 9 and 10

Now that you have the **Cut** ability, you can take this route to Rock Tunnel and Lavender Town. The Trainers here are at about the same level as those on the SS Anne and Route 11, so you should have no problem. If you find your Pokémon running out of steam, however, a Pokémon Center lies outside the Rock Tunnel entrance.



#### Pokémon (Route 9)

| NAME      | R | B | Y |
|-----------|---|---|---|
| Rattata   | X | X | X |
| Raticate  | — | — | X |
| Spearow   | X | X | X |
| Fearow    | — | — | X |
| Ekans     | X | — | — |
| Sandshrew | — | X | — |
| Nidoran ♀ | — | — | X |
| Nidorina  | — | — | X |
| Nidoran ♂ | — | — | X |
| Nidorino  | — | — | X |

#### Pokémon (Route 10)

| NAME      | R | B | Y |
|-----------|---|---|---|
| Voltorb   | X | X | — |
| Spearow   | X | X | — |
| Ekans     | X | — | — |
| Sandshrew | — | X | — |
| Nidoran ♀ | — | — | X |
| Nidoran ♂ | — | — | X |
| Magnemite | — | — | X |
| Machop    | — | — | X |
| Rattata   | — | — | X |
| Raticate  | — | — | X |

#### Pokémon

| NAME      | R | B | Y |
|-----------|---|---|---|
| Poliwhirl | X | X | — |
| Slowpoke  | X | X | — |
| Kingler   | — | — | X |
| Horsea    | — | — | X |

#### Items

1. TM45 (Thunder Wave)



#### Trainer Talk

An exhausting number of Trainers fills yet another area. You should defeat them easily, but they're bound to tire you and your team of Pokémon. Of the three groups here, the Junior Trainers provide the greatest challenge. Their Pokémon are strong (LV19 to LV23!) and include some of the rarest, including a Charmander and a powerful Meowth.

#### A Lovely Looking Stream

When you get the **Surf** ability (HM03), return here and explore the stream north of the Pokémon Center. An abandoned Power Plant inhabited by numerous Electric Pokémon lies downstream. If you've been longing for a Magnemite, try this place.

#### Rock Tunnel

Make good use of the Pokémon Center west of the tunnel opening. You have no idea what lies inside and the trek to the other side is long and treacherous.

#### Route 10

Just when you thought it was safe to leave Rock Tunnel,





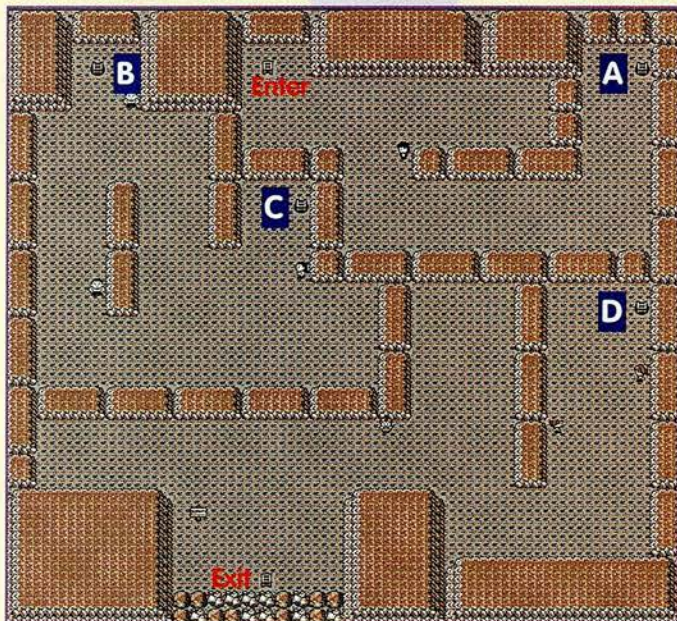
four Trainers ambush you. If you're hurting, take the path to the right and heal yourself in Lavender Town before taking on the rest of them.

### Pokémon

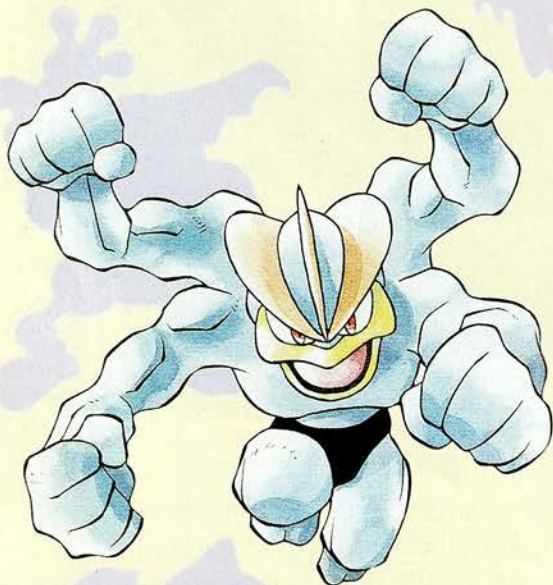
| NAME    | R | B | Y |
|---------|---|---|---|
| Zubat   | X | X | X |
| Geodude | X | X | X |
| Machop  | X | X | X |
| Onix    | X | X | — |

### Rock Tunnel

Rock Tunnel is a horrible place to visit if you don't have a lantern. Hopefully, you've acquired HM05 and the **Flash** skill.



Use it to illuminate the dark cavern so you can find your way.

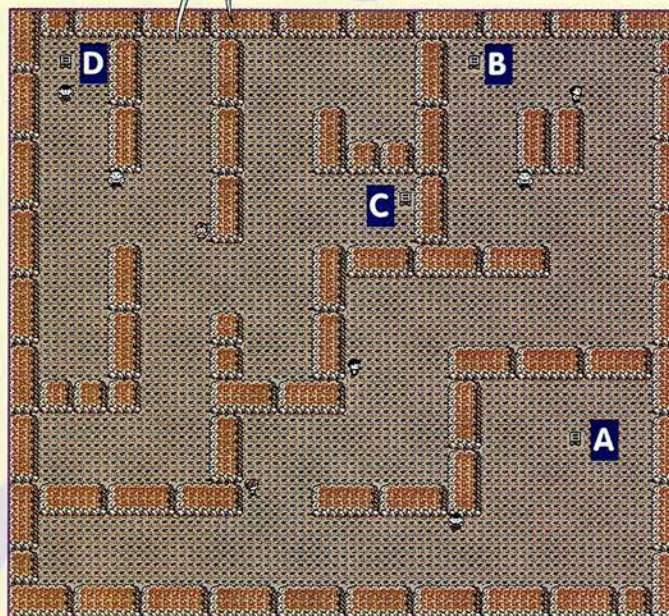


### Rock Tunnel 1F



### Pokémon

| NAME    | R | B | Y |
|---------|---|---|---|
| Zubat   | X | X | X |
| Geodude | X | X | X |
| Machop  | X | X | X |
| Onix    | X | X | X |



### Rock Tunnel B1

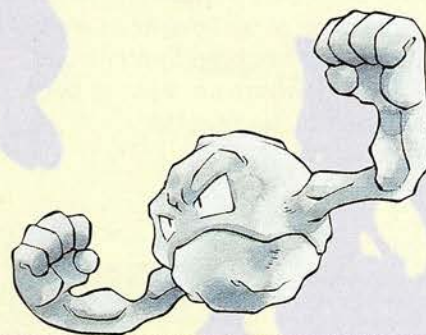
#### Trainer Talk

As you'd expect, Rock Pokémon (and Trainers carrying Rock Pokémon) fill Rock Tunnel. Watch for Hikers, with their armies of Geodude and Onix. You'll also find Pokémaniacs desperate to show off their Slowpoke and Cubone collections.

The Trainers' Pokémon range in experience from LV19 to LV25.

#### It Sure Is Dark in Here!

You can make it through without the **Flash** skill, but it's a lot harder. The walls glow slightly, and this helps somewhat. Dodging Trainers in the dark is very tricky!





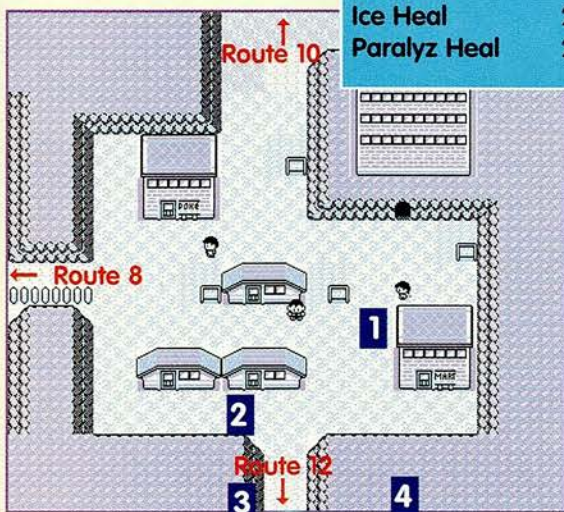
# A Walk Through the World of Pokémon

## Lavender Town

This tiny town south of Rock Tunnel is home to the Pokémon Tower, a place where dead Pokémon are laid to rest. Right now the town is buzzing about recent hauntings there. Maybe you can help.

### Poké Mart

| Item         | Price |
|--------------|-------|
| Great Ball   | 600P  |
| Super Potion | 700P  |
| Revive       | 1500P |
| Escape Rope  | 550P  |
| Super Repel  | 500P  |
| Antidote     | 100P  |
| Burn Heal    | 250P  |
| Ice Heal     | 250P  |
| Paralyz Heal | 200P  |

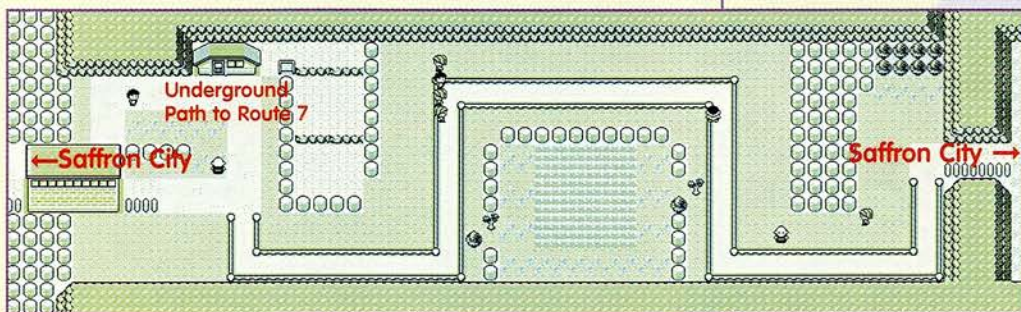


## 1. A Gastly Building

The first floor of this tower is perhaps the safest. Team Rocket has been abusing Pokémon (especially Cubone!) and this has disrupted the spirits. You can try to climb to the top, but without a **Silph Scope** you won't be able to determine the cause of all this mayhem.

## 2. Community Service

The delightful Mr. Fuji runs the Abandoned Pokémon House as a service to the community. Unfortunately, he's being held at the top of the Pokémon Tower. If you help him, perhaps he'll surrender his most prized possession to you.



## 3. Home of the Name Rater



Visit the Name Rater when you want to change a Pokémon's name.

If you must change the name of one of your Pokémon, visit this place. The Name Rater is more than happy to remedy your naming woes (except for traded Pokémon).

## 4. Any New Stuff to Buy?

The Lavender City Poké Mart is the first place you'll find Revive. Having this in your inventory will help you out, should one of your Pokémon faint in battle.

## Route 8

This is the second path blocked by road construction. Fortunately, you can follow another Underground Path under Saffron City to Route 7. The giant department store in nearby Celadon City is worth checking out!

## Trainer Talk

The nine Trainers here provide a much needed experience boost before you enter Celadon City, and include Lassies, Super Nerds and Gamblers. Super Nerds employ Poison and Electric Pokémon in battle. You won't see any cute monsters (they leave that to the Lassies), but you will confront a lot of pollutants, such as Koffing and Muk. All the Pokémon here are between LV22 and LV26.

## Underground Path (E-W)

The house north of the gate-house to Saffron City serves as the entrance to the east-west Underground Path. Like the one between Cerulean City and Vermilion City, this path offers battle-free passage beneath Saffron City to the road on the other side.

### Pokémon

| NAME       | R | B | Y |
|------------|---|---|---|
| Pidgey     | X | X | X |
| Pidgeotto  | — | — | X |
| Growlithe  | X | — | — |
| Ekans      | X | — | — |
| Mankey     | X | — | — |
| Meowth     | — | X | — |
| Sandshrew  | — | X | — |
| Vulpix     | — | X | — |
| Abra       | — | — | X |
| Kadabra    | — | — | X |
| Jigglypuff | — | — | X |
| Rattata    | — | — | X |



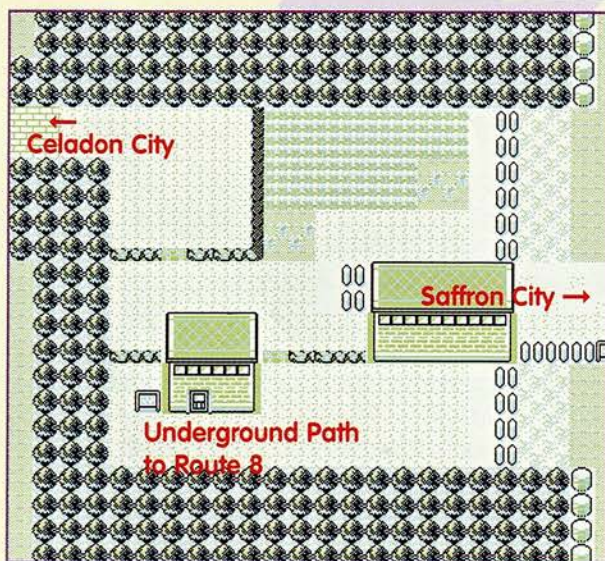


### Route 7

This plot of land is home to a variety of rare and unique Pokémon. Take the road northwest to reach Celadon City.

#### Pokémon

| NAME       | R | B | Y |
|------------|---|---|---|
| Pidgey     | X | X | X |
| Pidgeotto  | — | — | X |
| Oddish     | X | — | — |
| Mankey     | X | — | — |
| Growlithe  | X | — | — |
| Bellsprout | — | X | — |
| Meowth     | — | X | — |
| Vulpix     | — | X | — |
| Abra       | — | — | X |
| Jigglypuff | — | — | X |
| Rattata    | — | — | X |



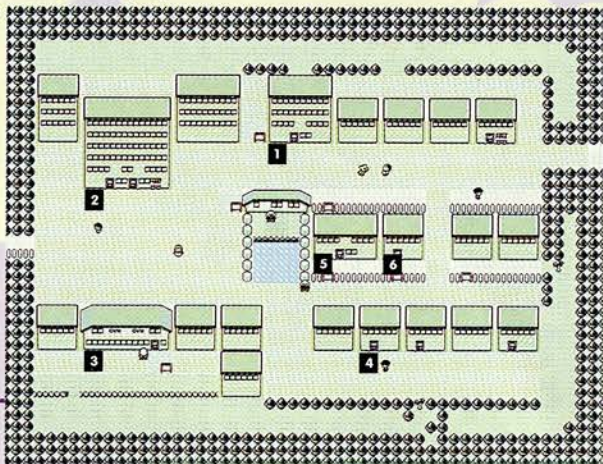
### Celadon City

The city of Celadon is known for its large department store and Game Corner. Game Corner is actually run by Team Rocket; their hideout lies nearby somewhere. Why not mix business with pleasure and pay them a visit?



#### Pokémon

| NAME      | R | B | Y |
|-----------|---|---|---|
| Poliwhirl | X | X | — |
| Slowpoke  | X | X | — |
| Goldeen   | — | — | X |



### Celadon Department Store: Second Floor

| ITEM               | PRICE |
|--------------------|-------|
| Great Ball         | 600   |
| Super Potion       | 700   |
| Revive             | 1500  |
| Super Repel        | 500   |
| Antidote           | 100   |
| Burn Heal          | 250   |
| Ice Heal           | 250   |
| Awakening          | 200   |
| Paralyze Heal      | 200   |
| TM01 (Mega Punch)  | 3000  |
| TM02 (Razor Wind)  | 2000  |
| TM05 (Mega Kick)   | 3000  |
| TM07 (Horn Drill)  | 2000  |
| TM09 (Take Down)   | 3000  |
| TM17 (Submission)  | 3000  |
| TM32 (Double Team) | 1000  |
| TM33 (Reflect)     | 1000  |
| TM37 (Egg Bomb)    | 2000  |

### Celadon Department Store: Fourth Floor

| ITEM          | PRICE |
|---------------|-------|
| Poké Doll     | 1000  |
| Fire Stone    | 2100  |
| Leaf Stone    | 2100  |
| Thunder Stone | 2100  |
| Water Stone   | 2100  |

### Celadon Department Store: Fifth Floor

| ITEM        | PRICE |
|-------------|-------|
| Dire Hit    | 950   |
| Guard Spec. | 700   |
| X Accuracy  | 650   |
| X Attack    | 500   |
| X Defend    | 550   |
| X Speed     | 350   |
| X Special   | 350   |
| HP Up       | 9800  |
| Calcium     | 9800  |
| Carbos      | 9800  |
| Iron        | 9800  |
| Protein     | 9800  |

### Celadon Department Store: Roof

| ITEM        | PRICE |
|-------------|-------|
| Fresh Water | 200   |
| Soda Pop    | 300   |
| Lemonade    | 350   |



# A Walk Through the World of Pokémon

## 1. A Rare Opportunity



Don't forget to talk to the game's programmers! When you get all 150 Pokémon, you can return and get a certificate.

Don't miss the secret doorway into Celadon Mansion. At the top of the stairs, you'll find a

room with a **Pokéball** inside. It contains a very rare Pokémon indeed—Eevee. For more information about these creatures, visit Bill the Pokémaniac.

## 2. The Department Store

You'll find tons of treasure at the Celadon Department Store, where you can buy many items unavailable anywhere else.

### Note

The roof is the place to be in the Celadon Department Store. Give the girl a drink from the vending machines and she'll give you a TM.

Fresh Water = TM13 (Ice Beam)  
Soda Pop = TM48 (Rock Slide)  
Lemonade = TM49 (Tri Attack)

Remember to purchase a drink for the thirsty guards. Clearing the blockades between Saffron City and the rest of the world will make travel far easier.



Trade a drink for a TM.



It takes only one drink to quench the guards' thirst.

## 3. The Gym

You must **Cut** through a small tree to reach Erika's grassy Gym, and then through more saplings to reach Erika once you're inside. It's worth all the effort.



## 4. Care for a Drink?



You need the **Coin Case** to play the slots!

Inside the restaurant, and in many Celadon City houses, you'll see the effect the Game Corner is having on the citizens. One guy is ready to give up even his **Coin Case**.

## 5. A Time for Slots



Line up three and you'll win some coins.

People seem glued to their slot machines here. Talk to them and they'll give you coins to go away. You can sit down and play slots for a while or check out the

back of the store. What's that Rocket doing there—guarding a poster?

### Slot Machine Prizes

3 Cherries = 8 coins  
3 Arbok = 15 coins  
3 Koffing = 15 coins  
3 Meowth = 15 coins  
3 Bar = 100 coins  
3 Sevens = 300 coins

## 6. The Exchange Center

When you win money at the Game Corner, you can come here to spend it! You'll find lots of cool stuff to buy that you won't find anywhere else!

### Pikachu's Tip

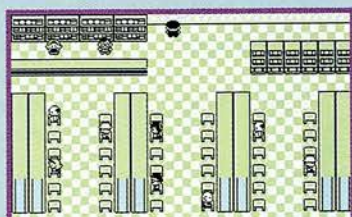


Talk to everyone you meet in the Celadon Department Store. They're giving away TMs there! Also, **Surf** across the little pond in the center of town and talk to the old lady. She'll give you a TM, too!





### Gym Leader Lowdown Number 4: Erika of the Celadon City Gym



Erika

The women of the Celadon Gym are into flower power! Don't miss their

plant-based Pokémon collection,

but be prepared for the status anomalies they cause. Their typical pattern of attack is Poison/Paralysis attack, and then Wrap. (They use mostly Bellsprout and Oddish Pokémon types.) If you can toss a Pokémon that's unaffected by poisoned powder and Stun Spores, you'll catch them in a quandary. A high-level Gloom with the **Cut** spell works well in most preliminary battles.

Erika's Grass Pokémon largely deviate from the Poison-Paralyze-Wrap routine. Of the three, Tangela should provide the least trouble. Weepinbell and Gloom, on the other hand, attack with painful Acid and the long-lasting Petal Dance to combat a broader range of attackers. Plus, Erika uses her own supply of Super Potions to heal her Pokémon. Fire Pokémon seem to fare best here, but you can also try some stealth tactics—a Gloom or Weepinbell endowed with non-plant-related skills.

When you win, Erika gives you the **Rainbow Badge**, which ups your Pokémon's attack strength and makes creatures up to LV50 obey you without fail. She gives you the Mega Drain TM—which steals HP from enemy Pokémon and gives them to you!—as a parting gift.

#### Erika's Pokémon Lineup (Y)



**Tangela LV30**

Skills: **Bind**, **Constrict**, **Mega Drain**, **Vine Whip**



**Weepinbell LV32**

Skills: **Acid**, **Razor Leaf**, **Sleep Powder**, **Stun Spore**



**Gloom LV32**

Skills: **Acid**, **Petal Dance**, **Sleep Powder**, **Stun Spore**

#### Erika's Pokémon Lineup (RB)

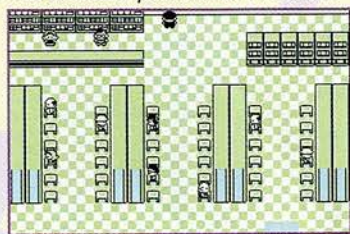
Victreebel LV29

Tangela LV24

Vileplume LV29

### The Game Corner and Team Rocket's Hideout

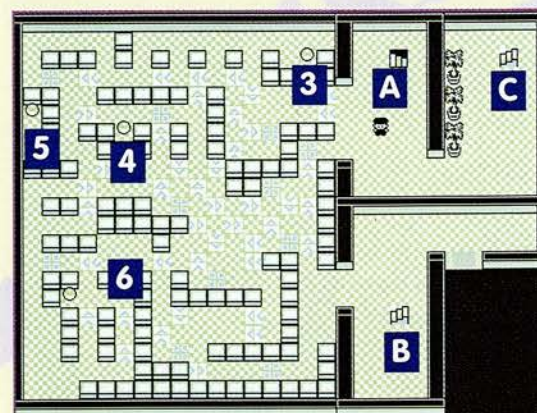
A suspicious Team Rocket member guards what looks like a poster. Talk to him and you'll find him even more suspicious—especially when he attacks you! After he runs away, examine the picture and push the switch you find there.



Game Center 1F



Game Center B1



Game Center B2



Game Center B3



Game Center B4

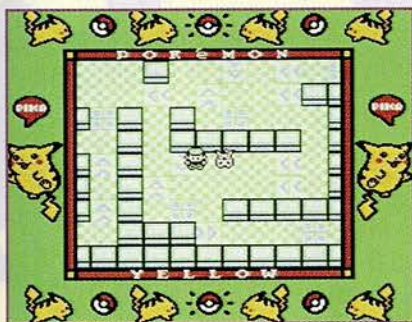
#### Items

1. Escape Rope
2. Hyper Potion
3. Nugget
4. TM07 (Horn Drill)
5. Moon Stone
6. Super Potion
7. Rare Candy
8. TM10 (Double-Edged)
9. Lift Key
10. TM02 (Razor Wind)
11. HP Up
12. Iron
13. Silph Scope



# A Walk Through the World of Pokémon

## Rooms of Propulsion Pads!



These pads spin you across the room until you reach a stop pad.

You don't have a **Lift Key**, so you must make your way through two rooms filled with tiny propulsion pads. These propel you in the direction they point to until you come to another propulsion pad or a stop pad. Take a moment to figure out which way each set of pads will take you, and finding the path across will be easy.

Oh no! I dropped the LIFT KEY!

## Don't Be Afraid To Rough Them Up



Beat this Rocket and he'll drop the item you need.

After you defeat Team Rocket members, talk to them again: they'll sing like birds. This is the only way you'll find important items, such as the **Lift Key**!

## Team Rocket Battle Number 2



Jesse and James want revenge for their last loss.

Before you can get the **Silph Scope**, you must defeat Team Rocket's Jesse and James. Instead of the two generic Rockets waiting outside the office door

on Floor B4 in *Pokémon Red* and *Blue*, *Pokémon Yellow* has another Team Rocket Battle! Now their Meowth, Koffing, and Ekans are up to LV25.

## Leader of the Rockets



Gyarados wipes out Giovanni's Pokémon with ease!

You'll find Team Rocket's boss in an office near the elevator. Giovanni is a busy man, but your

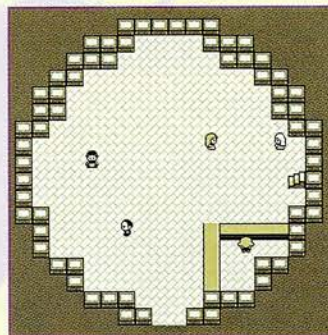
appearance in his hideout makes him stop working and pay attention. You must defeat him and his collection of strong (LV24 to LV29) Ground/Rock Pokémon to make him cough up the **Silph Scope**.

## Giovanni's Pokémon

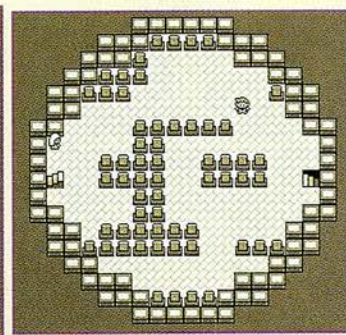
Onix LV25  
Rhyhorn LV24  
Persian LV29 (Kangaskhan LV29 in RB)

## Pokémon Tower

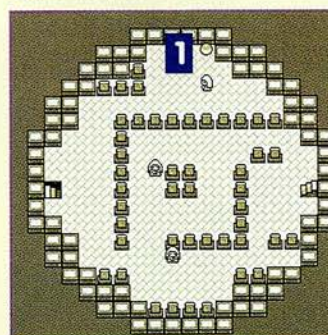
With the **Silph Scope** in hand, it's time to tackle the Pokémon Tower. And you'll need to, if you want to get to Fuchsia City and the coast beyond. The Ghost Pokémon inside will seem difficult until you learn which Pokémon do best against them. Also, if you're lucky, you might run across a nearly extinct Cubone.



Pokémon Tower 1F



Pokémon Tower 2F



## Pokémon (3F)

| NAME    | R | B | Y |
|---------|---|---|---|
| Gastly  | X | X | X |
| Haunter | X | X | X |
| Cubone  | X | X | — |

Pokémon Tower 3F



Pokémon Tower 4F

## Pokémon (4F)

| NAME    | R | B | Y |
|---------|---|---|---|
| Gastly  | X | X | X |
| Haunter | X | X | X |
| Cubone  | X | X | — |

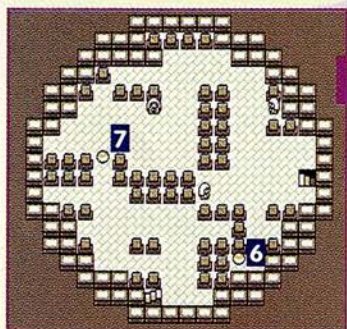




### Pokémon (5F)

| NAME    | R | B | Y |
|---------|---|---|---|
| Gastly  | X | X | X |
| Haunter | X | X | X |
| Cubone  | X | X | X |

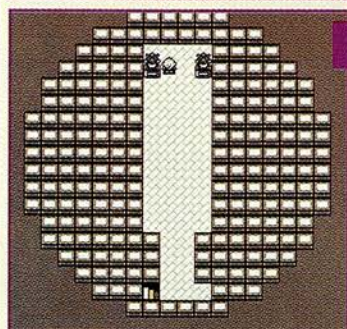
Pokémon Tower 5F



### Pokémon (6F)

| NAME    | R | B | Y |
|---------|---|---|---|
| Gastly  | X | X | X |
| Haunter | X | X | X |
| Cubone  | X | X | X |

Pokémon Tower 6F



### Pokémon (7F)

| NAME    | R | B | Y |
|---------|---|---|---|
| Gastly  | X | X | X |
| Haunter | X | X | X |
| Cubone  | X | X | X |

Pokémon Tower 7F

### Items

1. Escape Rope
2. HP Up
3. Awakening
4. Elixir
5. Nugget
6. X Accuracy
7. Rare Candy

### Rival Battle Number 4

Your Rival waits on the second floor.



When you enter the second floor of the Pokémon Tower, you'll encounter your Rival. This time around, his five Pokémon are between LV22 and LV25. How easily you defeat him is a sign of how well you're doing. Gary's team is pretty evenly balanced. Is yours?

### Trainer Talk

All the Channelers here attack with Gastly and possibly a Haunter. Add these to the numbers of wild spirits roaming around, and you'll feel like a Ghost expert by the time you're through. To get you started, Ghost type Pokémon aren't vulnerable to any attacks, and they have a stunning resistance to both Normal and Fighting skills. Poison and Bug attacks don't fare well, either, but they inflict some damage, at least. Experiment with the Pokémon and skills available to you to learn what works best for you.

### Spiritual Healing



Stepping in this square heals everyone completely!

The strange square on the Fifth Floor is there to heal your battle wounds before you go off to the final two floors. Don't forget where it is!

### And the Ghost Revealed ...

The Ghost plaguing the Tower is that of a parent Marowak angry about the brutal deaths of its children. Defeating it is an act of compassion that sends its spirit to rest.

### The Seventh Floor



Rescue Mr. Fuji and he'll reward you handsomely.

Mr. Fuji is trapped on the Pokémon Tower's Seventh Floor. In *Pokémon Red* and *Blue* you must defeat a line of Trainers, but in *Yellow* you need only deal with

another visit from the inept Jessie and James. This time Meowth, Arbok, and Weezing are at LV27. After you defeat them, Mr. Fuji will take you to his home and give you an important reward—the **Poké Flute**, which will enable you to awaken the sleeping Snorlax blocking routes 12 and 16.



# A Walk Through the World of Pokémon

## Saffron City

Saffron City, nestled in the heart of Pokémon country, is the largest city in the land. Home to the Silph Company headquarters, it hosts some of the world's finest minds. So it should come as no surprise to learn that Team Rocket's here—in full force. They've taken over the city, in fact, and you won't get far if you don't kick them out!

### 1. Silph Company

Team Rocket has taken over the Silph Company building and stationed guards all over the place! You must defeat them again before you can challenge Gym Leader Sabrina to a duel. It's hard to believe the lengths to which evil-doers will go.

#### Poké Mart

| ITEM         | PRICE |
|--------------|-------|
| Great Ball   | 600   |
| Hyper Potion | 1500  |
| Max Repel    | 700   |
| Escape Rope  | 550   |
| Full Heal    | 600   |
| Revive       | 1500  |

### 2. The Fighting Dojo: A Splinter Gym



Hitmonlee uses Kick moves exclusively. Hitmonchan prefers to use its fists in combat. Choose the style you prefer!

When the Saffron City Gym became too crowded, some of its clientele decided to open their

own gym dedicated to raising Fighting Pokémon. Going in there is like going into a real gym, except instead of a Badge you may choose a rare Fighting Pokémon as your prize.



### 3. Saffron City Gym: The Original

Right next door (inaccessible until you've cleared the Rockets out of town) lies the real gym. Home to a bunch of psychically oriented Trainers, this place is filled with teleport pads, Channelers and real, live Psychics! The battle with Sabrina is the most difficult, so be sure to fight everyone before her to level up your Pokémon!

### 4. Mr. Psychic

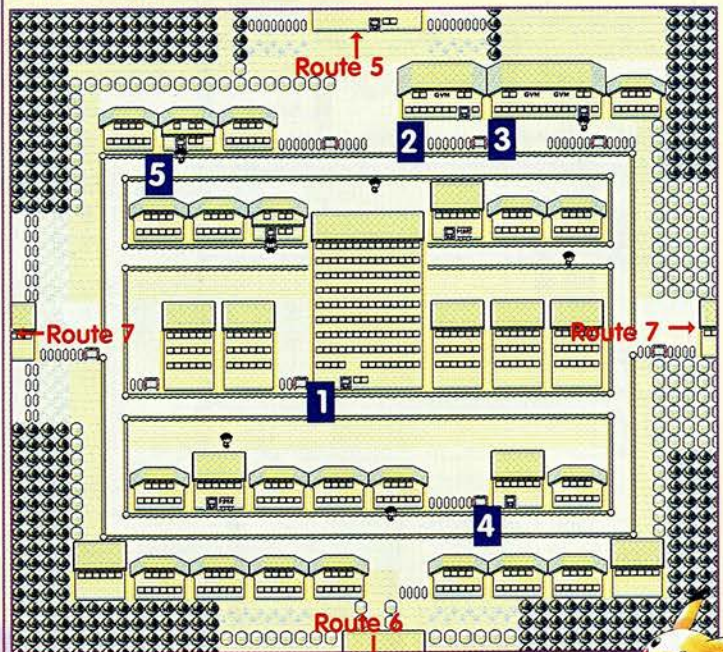


Visit this house and Mr. Psychic will give you TM29—Psychic.

### 5. Copycat!



If you bring the little girl, Copycat, a **Poké Doll** from neighboring Celadon City, she'll gladly give you TM31 (Mimic). However, her door is blocked by a Rocket until you clear out the Silph Company building.



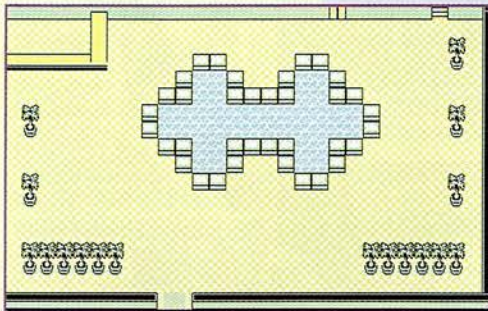


### Silph Company

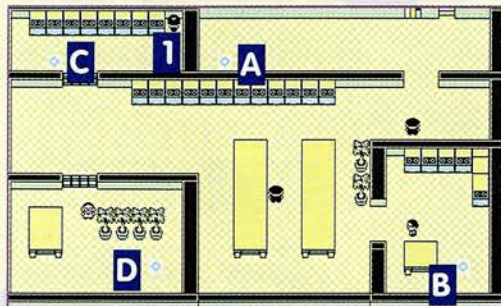
The Silph Company headquarters lies in the middle of Saffron City. Team Rocket has taken over the building in the hopes of finding the secret to a new product—the **Master Ball**. They've raided labs and even taken the company president hostage.

#### Items

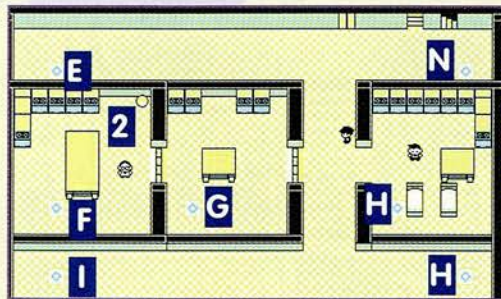
- |                         |                         |
|-------------------------|-------------------------|
| 1. TM36 (Self Destruct) | 9. HP Up                |
| 2. Hyper Potion         | 10. X Accuracy          |
| 3. Escape Rope          | 11. TM03 (Swords Dance) |
| 4. Max Revive           | 12. Calcium             |
| 5. Full Heal            | 13. Carbos              |
| 6. Card Key             | 14. Rare Candy          |
| 7. Protein              | 15. TM26 (Earthquake)   |
| 8. TM09 (Take Down)     | 16. Master Ball         |



Silph Company 1F

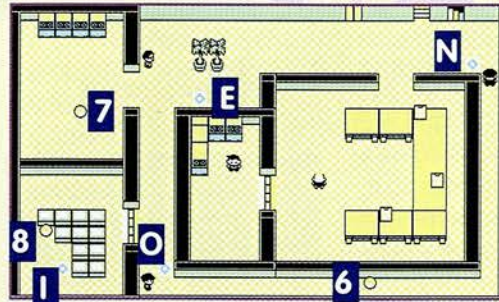


Silph Company 2F

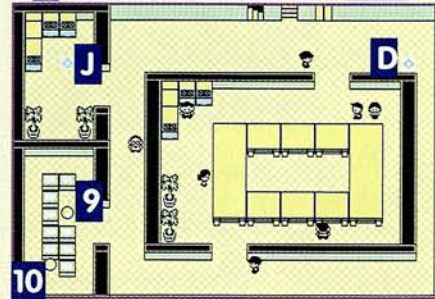


Silph Company 3F

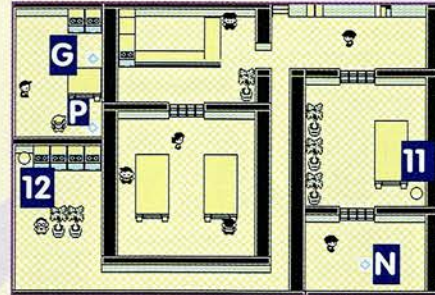
Silph Company 4F



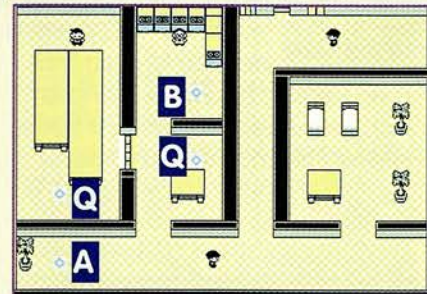
Silph Company 5F



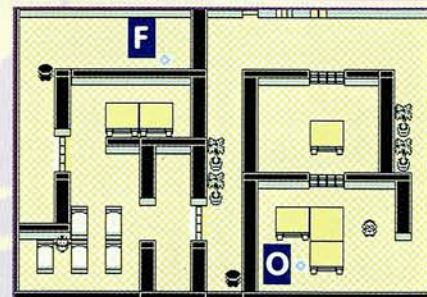
Silph Company 6F



Silph Company 7F



Silph Company 8F



Silph Company 9F



Silph Company 10F



Silph Company 11F



## A Walk Through the World of Pokémon

### Trainer Talk

This 11-story building is the game's largest and most exhausting dungeon. The 30 Trainers here range from Poison-spitting Rockets to electrical scientists. Experience levels start at LV25.

### Grateful Employees



Some employees give you items. One gives you a Lapras.

The Silph Company employees are scared to death. If you talk with them and allay their fears, some may offer you a helpful gift.

Remember this before you take the teleport pad to the president's office.

### Teleport Pads and Card Key



The **Card Key** admits you to this building.

You'll have an easier time if you get the **Card Key** before using the teleport pads extensively. By the time you find this item (on the Fifth Floor), you should have

taken out about half the enemy Trainers. If you clear out the remaining levels before you start zapping around, you'll effectively have taken care of any difficult situations before you go up against the boss.

### The Rest Ward



Rest here often. The battles ahead are tough!

When you find the Silph Company worker next to the bed, you'll know you're getting close to Giovanni, the head Rocket. Here you can rest and heal your

Pokémon's wounds before going up against the boss himself.

### Didn't I Just Fight You?: Rival Battle Number 5



Are you ready for Boss Rocket (a.k.a. Giovanni)?

At this point, your Rival's Pokémon team is almost set. If you're playing *Pokémon Yellow*, you'll notice he's finally evolved his Eevee and reworked his team to

accommodate its new strengths. His team's levels range from LV35 to LV40. If this battle is tough for you, think about restructuring your own team!

### A Master Ball



These two never give up!

To rescue the Silph Company president, you must battle Team Rocket and Giovanni once again. Jesse and James meet you outside the office with their usual team, now at LV31.

Inside, you must defeat Giovanni again to send Team Rocket running!

This time, Giovanni's added some high-level Nidoran to his arsenal, so watch out for their Poison attacks. With his Pokémon in the LV35 to LV41 range, he'll be tough to defeat. But if you found the battle against your Rival easy, this one will be, too—especially if you have a good Water Pokémon on your side.

With Giovanni vanquished yet again, you'll find yourself on the receiving end of a fabulous reward—the **Master Ball** you're given after talking to the president of the Silph Company. You get only one of these, so use it with discretion.



You can count on seeing Giovanni again!



### Note

Store this treasure away until you can enter the Unknown Dungeon. The Mewtwo there is fierce, but it's a highly desirable Pokémon. Using your **Master Ball** on it is a good idea!

### Gym Leader Lowdown Number 5: Sabrina of the Saffron City Gym



Sabrina

To reach Sabrina you must teleport throughout

virtually the entire gym. The Trainers here (Psychics and Channelers) are big fans of Psychic and Ghost Pokémon. Again, Ghosts are immune to

Normal and Fighting attacks and you must get creative to defeat them. Psychics, on the other hand, are easy to defeat with Bugs—and not much else.

In *Pokémon Yellow*, Sabrina is easily the most difficult Gym Leader because of the hardy Abra family. They're vulnerable only to **Bug** attacks, so employ those whenever you can. Of course, it's unlikely you have many Bug Pokémon or Bug attacks at this point. (Did you get a Venonat on Route 24?) It's also unlikely your Pokémon have reached LV50.

It takes perseverance to defeat Sabrina. At LV50, her Abra and Kadabra are still manageable and easy to defeat with a couple of strong attacks from your best Pokémon. Watch out for the Alakazam, however; it's extremely strong. Save your game before challenging Sabrina, and you can try different Pokémon and attack combinations to see which work best.

Alternatively, you can skip Sabrina for now and return after you clear the Trainers on Cycling Road (routes 16, 17, and 18) or the docks (routes 12, 13, 14, and 15), and then Gym Leader Number 6, Koga, in Fuchsia City. Explore Safari Park and you may find a couple of good Bugs to bring back with you!

The **Marsh Badge** you get as a reward makes all Pokémon LV70 and below obey your every command. And TM46 (Psywave) is sure to please one of your Psychic Pokémon.

### Sabrina's Pokémon Lineup

**Abra LV50**

Skill: **Flash**

**Kadabra LV50**

Skills: **Kinesis, Psychic, Psywave, Recover**

**Alakazam LV50**

Skills: **Psychic, Psywave, Recover, Reflect**

### Sabrina's Pokémon Lineup (RB)

Kadabra LV38

Mr. Mime LV37

Venomoth LV38

Alakazam LV43

### Routes 12, 13, 14, and 15

South of Lavender Town a series of interconnected docks spans the entire eastern coast of the Pokémon realm. If you have the **Surf** ability, you can glide down with few interruptions, though you may get into a battle with Wild Pokémon in the water. If you don't have **Surf** ability, you must walk and deal with the Fishermen you meet on the way.

### Pokémon (Route 12)

| NAME       | R | B | Y |
|------------|---|---|---|
| Pidgey     | X | X | X |
| Pidgeotto  | — | — | X |
| Oddish     | X | — | X |
| Gloom      | X | — | X |
| Venonat    | X | X | — |
| Bellsprout | — | X | X |
| Weepinbell | — | X | X |
| Farfetch'd | — | — | X |
| Slowpoke*  | — | — | X |
| Slowbro*   | — | — | X |

\* Encountered by surfing.

### Items

1. TM39 (Swift)
2. TM16 (Pay Day)
3. Super Rod
4. Iron
5. TM20 (Rage)
6. Exp. All

### Pokémon (Route 12)

| NAME      | R | B | Y |
|-----------|---|---|---|
| Tentacool | X | X | — |
| Krabby    | X | X | — |
| Goldeen   | X | X | — |
| Magikarp  | X | X | — |
| Horsea    | — | — | X |
| Seadra    | — | — | X |

### Pokémon (Route 13)

| NAME       | R | B | Y |
|------------|---|---|---|
| Pidgey     | X | X | X |
| Pidgeotto  | — | — | X |
| Oddish     | X | — | X |
| Gloom      | X | — | X |
| Venonat    | X | X | — |
| Bellsprout | — | X | X |
| Weepinbell | — | X | X |
| Ditto      | X | X | — |
| Farfetch'd | — | — | X |
| Slowpoke*  | — | — | X |
| Slowbro*   | — | — | X |

\* Encountered by surfing.

### Pokémon (Route 13)

| NAME      | R | B | Y |
|-----------|---|---|---|
| Tentacool | X | X | X |
| Krabby    | X | X | — |
| Goldeen   | X | X | — |
| Magikarp  | X | X | — |
| Horsea    | — | — | X |
| Seadra    | — | — | X |

### Pokémon (Route 14 and 15)

| NAME       | R | B | Y |
|------------|---|---|---|
| Pidgey     | X | X | — |
| Pidgeotto  | X | X | X |
| Ditto      | X | X | — |
| Venonat    | X | X | X |
| Venomoth   | — | — | X |
| Oddish     | X | — | X |
| Gloom      | X | — | X |
| Bellsprout | — | X | — |
| Weepinbell | — | X | — |



## The Snorlax in the Road



Catching the Snorlax is tough work!

You won't make it far unless you have a **Poké Flute** in your possession. A big Snorlax blocks the road, and that flute is the only way to awaken it. Then it will attack, giving you an opportunity to capture it. If you've been to Fuchsia City already, try to use **Ultra Balls**. If not, you'll need a large supply of **Super Balls**: this rare Pokémon is tough to catch!

## What a Great Fishing Pole!



Use this to catch any Water Pokémon!

One of the Fishing Guru's brothers has a house on Route 12. Now you can learn more fishing lore. Listen closely to what this guy has to say (or just tell him you love fishing), and he'll give you a **Super Rod** that allows you to catch all kinds of fish.

## Route 13

The Birdkeepers here are fierce, with lots of Flying Pokémon hovering around LV30. Build your Pokémon's experience levels in this area. The Fuchsia City Gym and the dungeon under the Seafoam Islands are coming up: make sure your Pokémon are up to the challenge.

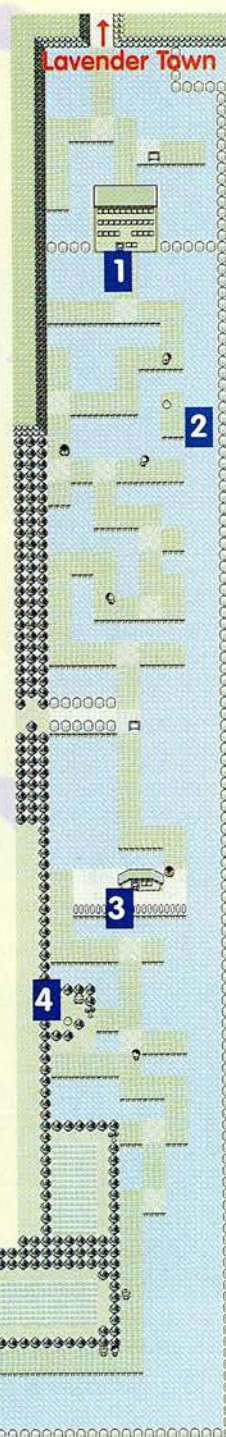
## Routes 14 and 15

On some patches of land—this stretch of road, for instance—it's easy to capture the Wild second forms of some of your favorite Pokémon. Hunt in the thickets for advanced Pokémon, such as Pidgeotto, Gloom, and Weepinbell. If you haven't leveled up any of their first forms, this really saves you time!

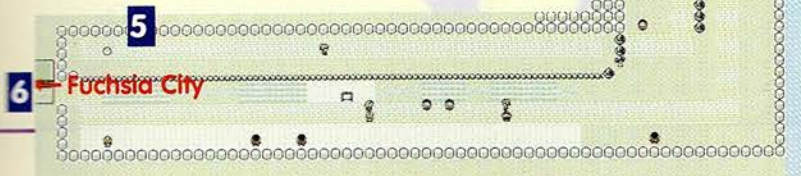
## Got 50 Pokémon, Yet?

If you've collected 50 Pokémon, Professor Oak's Aide has another present for you. This time you'll get a piece of research equipment called **Exp. All**. Once you have this, all the Pokémon you have with you receive a portion of the experience points after a battle.

Here's how it works: the earned experience points are halved; one half is distributed among your party members. The other is distributed among the Pokémon who participated in battle. This is great when your party is small. But if you're carting around six Pokémon, divvying up all those experience points consumes a lot of time.



Routes 12, 13, 14, 15





### Routes 16, 17, and 18

To get very far down Route 16, you'll need two things—the **Poké Flute**, to awaken the annoying Snorlax blocking the road, and a **Bicycle**. If you haven't gone to Cerulean City with your Bike Voucher, do so *immediately*. They don't call this area Cycling Road for nothing!

#### Pokémon (Route 16)

| NAME     | R | B | Y |
|----------|---|---|---|
| Rattata  | X | X | X |
| Raticate | X | X | X |
| Spearow  | X | X | X |
| Fearow   | — | — | X |
| Doduo    | X | X | X |

#### Pokémon (Route 17)

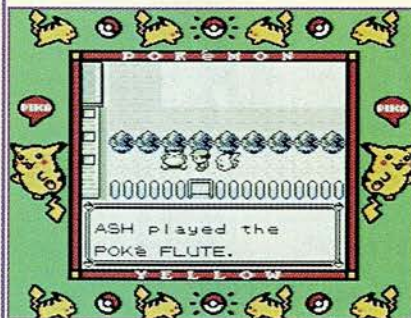
| NAME     | R | B | Y |
|----------|---|---|---|
| Doduo    | X | X | X |
| Dodrio   | — | — | X |
| Raticate | X | X | — |
| Spearow  | X | X | — |
| Fearow   | X | X | X |
| Ponyta   | — | — | X |

#### Pokémon

| NAME      | R | B | Y |
|-----------|---|---|---|
| Tentacool | X | X | X |
| Shellder  | — | — | X |
| Krabby    | X | X | — |
| Goldeen   | X | X | — |
| Magikarp  | X | X | — |

#### Pokémon (Route 18)

| NAME     | R | B | Y |
|----------|---|---|---|
| Rattata  | — | — | X |
| Raticate | X | X | X |
| Spearow  | X | X | X |
| Fearow   | X | X | X |
| Doduo    | X | X | X |



### Awaken the Snorlax

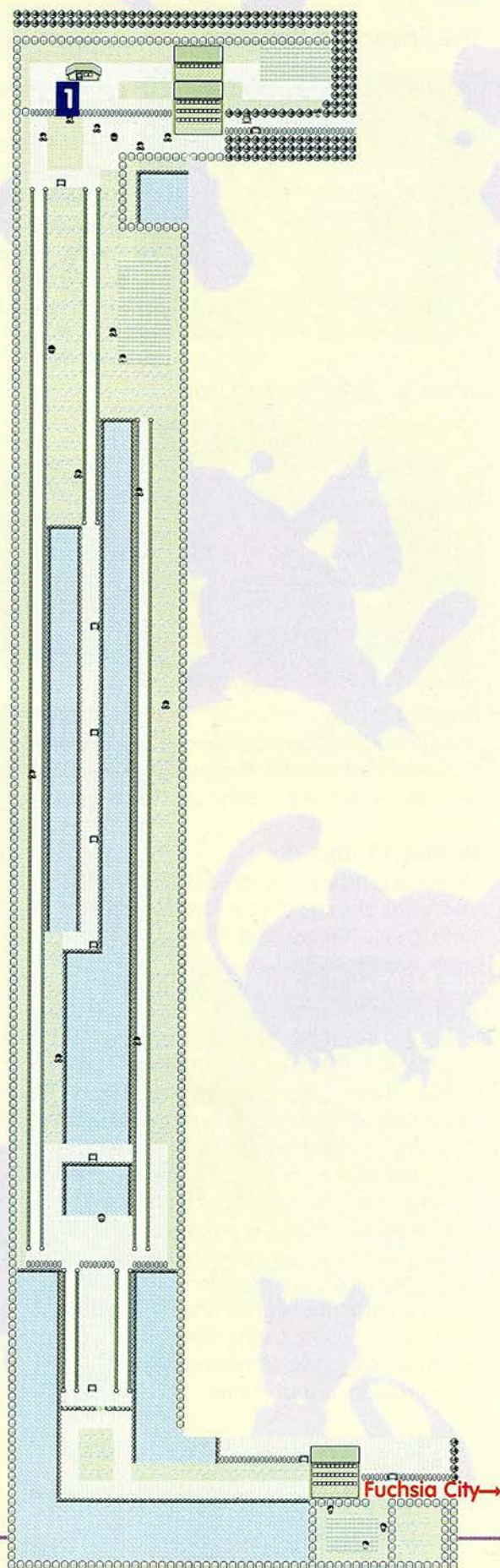
Play the **Poké Flute** to awaken the Snorlax.

You won't get far unless you wake up this nuisance and get it moving. If you don't have a Snorlax in your collection (only two

exist), make sure you nab this one. Be patient and eventually it will be yours.

### 1. Flight

This woman gives you HM02, which allows you to fly around the map.





# A Walk Through the World of Pokémon

Using the **Cut** ability, clear away the bush before the Snorlax and head toward the northern gatehouse. A little girl in a house on the other side will give you her HM02. This allows your Flying Pokémon to transport you anywhere on the map (as long as you've been there before)—a great way to reach those out-of-the-way places!

## Trainer Talk

Just outside the gate to Cycling Road you'll encounter a gang of burly Bikers and Cue Balls. Their Pokémon—a combination of Poison and Normal/Fighting—fluctuate between a puny LV26 and a respectable LV33. *Piece of cake!*

## Route 17



You can't ride fast enough to get past the Trainers on Cycling Road.

Get ready to ride down a very steep hill. It's so steep, in fact, that once you start, you'll have a hard time stopping before the bottom! Still, you can't

go fast enough to escape this road's Bikers and Cue Balls.

## Route 18

Route 18 lies at the bottom of Cycling Road. The hill is behind you, so you can ride normally now. Fuchsia City is only a short distance away!

## Trader Alert!

Someone on the top floor of the gatehouse between Cycling Road and Fuchsia City wants to trade his Pokémon for yours.

RB: He'll trade his Lickitung for a measly Slowbro. Get your fishing pole ready!

Y: If you have a spare Tangela, he'll trade for a Parasect.

## Fuchsia City

At the southernmost part of the main Pokémon continent lies the seaside town of Fuchsia City. Here you'll find the Safari Zone, home to many rare and unique Pokémon.



## Pokémon

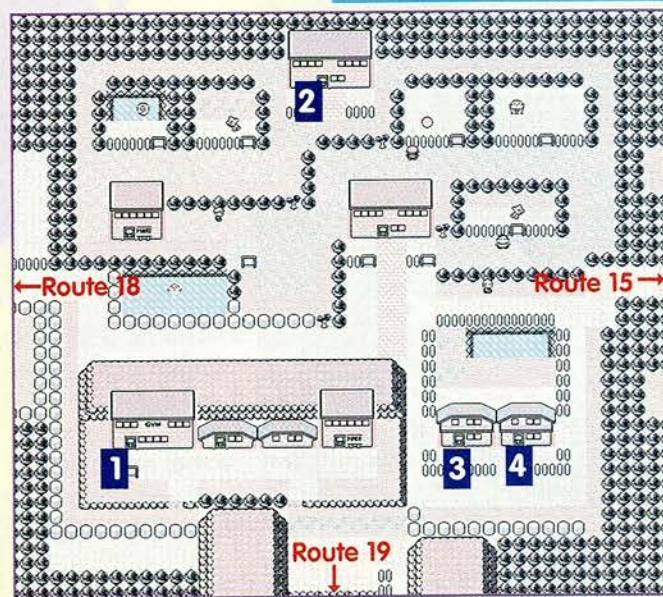
| NAME      | R | B | Y |
|-----------|---|---|---|
| Magikarp  | X | X | X |
| Gyarados  | — | — | X |
| Krabby    | X | X | — |
| Goldeneen | X | X | — |
| Seaking   | X | X | — |

## Poké Mart

| ITEM              | PRICE |
|-------------------|-------|
| Ultra Ball        | 1200  |
| Great Ball        | 600   |
| Super Potion (RB) | 700   |
| Hyper Potion (Y)  | 1500  |
| Revive            | 1500  |
| Full Heal         | 600   |
| Super Repel       | 500   |

## 1. Fuchsia Gym

Gym Leader Koga has barricaded himself behind invisible walls to make sure you don't escape his Junior Trainers. (If you're playing on a Super Game Boy, the walls won't be that invisible.)



## 2. Safari Time



Go to the Safari Zone prepared to return with lots of Pokémon!

When you have a few hours to spend, take on the Safari Zone. There you'll find more Pokémon than you thought possible.

Make sure you have an empty box on Bill's computer so you don't have to journey back to the Pokémon Center.





### 3. Game Warden's House



Return his **Gold Teeth** and he'll give you HM04 (**Strength**)

The Game Warden would love to tell you all about his **Strength**, but he lost his false teeth while patrolling the Safari Zone. If you help him, he may teach you how to move that heavy boulder.



Use **Strength** to move the boulder out of the way.

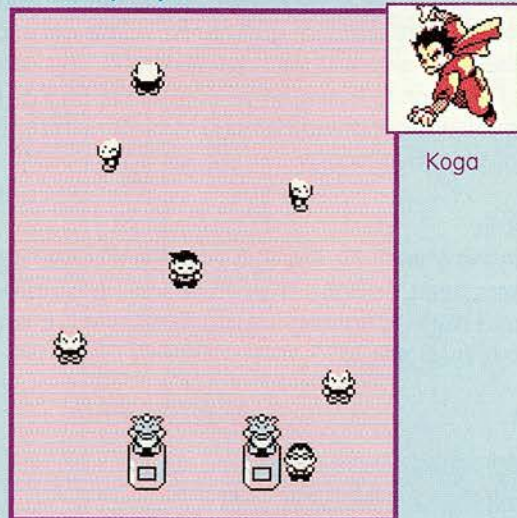
### 4. Fishing Guru



Another Fishing Guru, another Fishing Pole.

This home belongs to the third Fishing Guru. If you didn't get the **Super Rod** from his brother on Route 12, the **Good Rod** you get here will be fine.

### Gym Leader Lowdown Number 6: Koga of the Fuchsia City Gym



Koga

Poison and Psychic Pokémon fulfill Koga's wish to fight by cleverness rather than strength. You've seen how many HP you can lose when poisoned or otherwise unable to fight, so he may have a point. If you've raised strong offensive fighters, however, and carry a few **Full Heals**, you'll walk all over his crafty creatures.

Be especially careful when Koga's Pokémon use the **Toxic** skill. The Poison damage an affected Pokémon takes doubles with each round of battle. If you don't keep on top of things, you'll find your Pokémon in danger of fainting quickly.

After you defeat him, Koga relinquishes his **Soul Badge**. This raises your Pokémon's defense and allows you to **Surf** the waves if and when you find HM03. His present of TM06 (Toxic) is helpful, too.

#### Koga's Pokémon Lineup (Y)



**Venonat LV44**

Skills: **Psychic, Sleep Powder, Tackle, Toxic**



**Venonat L46**

Skills: **Psybeam, Psychic, Supersonic, Toxic**



**Venonat L48**

Skills: **Double Edge, Psychic, Sleep Powder, Toxic**



**Venomoth L50**

Skills: **Double Team, Leech Life, Psychic, Toxic**

#### Koga's Pokémon Lineup (RB)

Koffing LV37

Muk LV39

Koffing LV37

Weezing LV43





## A Walk Through the World of Pokémon

### Safari Zone

The Safari Zone is home to many rare and spectacular Pokémon. To catch them all requires skill and (mostly) luck. You'll spend a lot of time and money here if you hope to collect all 150 Pokémon.

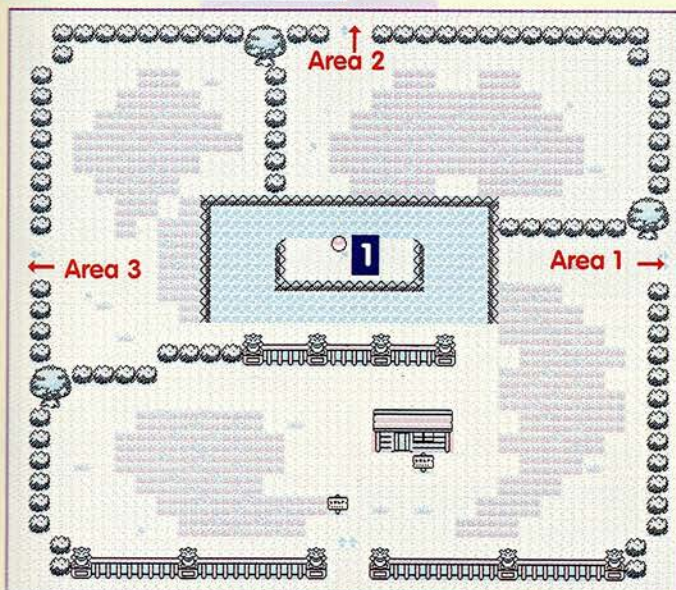


#### Pokémon

| NAME      | R | B | Y |
|-----------|---|---|---|
| Psyduck   | X | X | — |
| Krabby    | X | X | — |
| Slowpoke  | X | X | — |
| Magikarp  | — | — | X |
| Drafini   | X | X | X |
| Dragonair | — | — | X |

#### Pokémon (Main Area)

| NAME      | R | B | Y |
|-----------|---|---|---|
| Nidoran   | X | X | X |
| Nidorino  | X | X | X |
| Nidoran   | — | X | X |
| Nidorina  | X | X | — |
| Rhyhorn   | X | X | X |
| Venonat   | X | X | — |
| Exeggcute | X | X | X |
| Paras     | — | — | X |
| Parasect  | X | X | X |
| Scyther   | X | — | — |
| Pinsir    | — | X | — |
| Chansey   | X | X | X |
| Tangela   | — | — | X |



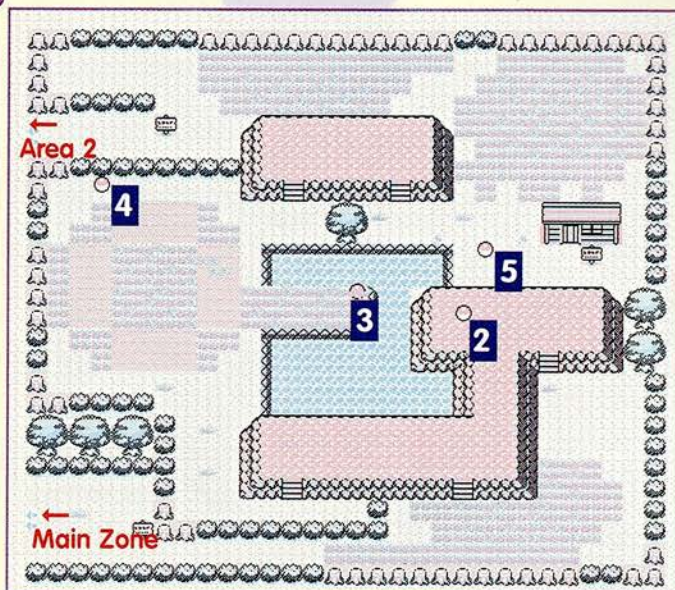
#### Pokémon (Area 1)

| NAME       | R | B | Y |
|------------|---|---|---|
| Cubone     | — | — | X |
| Marowak    | — | — | X |
| Doduo      | X | X | — |
| Exeggcute  | X | X | X |
| Nidoran ♂  | X | X | X |
| Nidorino   | X | — | — |
| Nidoran ♀  | X | X | X |
| Nidorina   | — | X | X |
| Paras      | X | X | — |
| Parasect   | X | X | — |
| Kangaskhan | X | X | — |
| Lickitung  | — | — | X |
| Pinsir     | — | X | — |
| Scyther    | X | — | X |
| Tauros     | — | — | X |
| Chansey    | — | — | X |



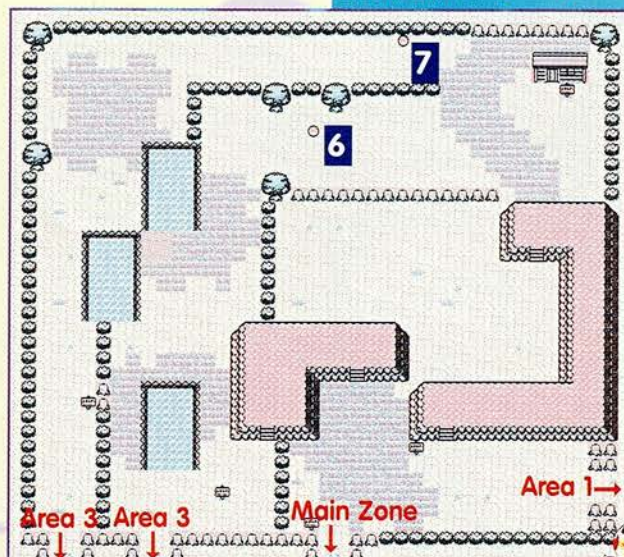
#### Pokémon

| NAME     | R | B | Y |
|----------|---|---|---|
| Psyduck  | X | X | — |
| Krabby   | X | X | — |
| Slowpoke | X | X | — |
| Magikarp | — | — | X |
| Drafini  | X | X | X |



#### Pokémon (Area 2)

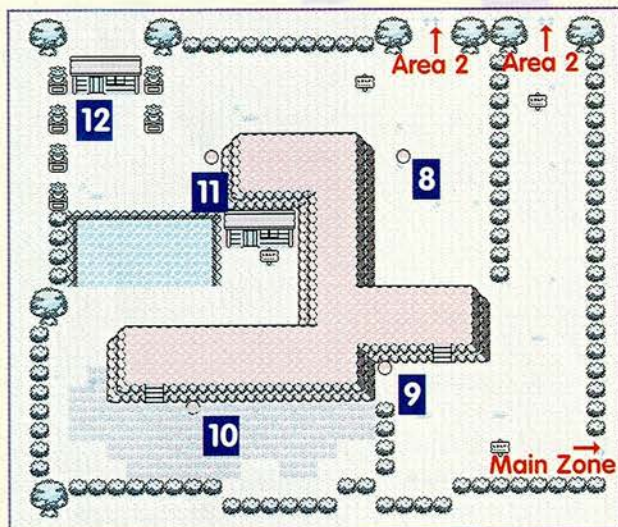
| NAME       | R | B | Y |
|------------|---|---|---|
| Cubone     | — | — | X |
| Exeggcute  | X | X | X |
| Kangaskhan | — | — | X |
| Chansey    | X | X | — |
| Nidoran ♂  | X | — | X |
| Nidorino   | X | X | — |
| Nidoran ♀  | — | X | X |
| Nidorina   | X | X | X |
| Paras      | X | X | — |
| Pinsir     | — | — | X |
| Rhyhorn    | X | X | X |
| Scyther    | — | — | X |
| Tauros     | X | X | — |
| Venomoth   | X | X | — |





### Pokémon (Area 3)

| NAME       | R | B | Y | Items                  |
|------------|---|---|---|------------------------|
| Cubone     | — | — | X | 1. Nugget              |
| Marowak    | — | — | X | 2. Carbos              |
| Doduo      | X | X | — | 3. TM37 (Egg Bomb)     |
| Exeggcute  | X | X | X | 4. Max Potion          |
| Kangaskhan | X | X | — | 5. Full Restore        |
| Nidoran♂   | X | X | X | 6. TM40 (Skull Bash)   |
| Nidorino   | X | — | X | 7. Protein             |
| Nidoran♀   | X | X | X | 8. Gold Teeth          |
| Nidorina   | — | X | — | 9. Max Revive          |
| Pinsir     | — | — | X | 10. Max Potion         |
| Tangela    | — | — | X | 11. TM32 (Double Team) |
| Tauros     | X | X | X | 12. HM03 (Surf)        |
| Venonat    | X | X | — |                        |
| Venomoth   | X | X | — |                        |



### The Way Things Work



Save up some money so you can return as often as you need to.



Common Pokémon are easy to catch with a **Safari Ball** throw. More unusual creatures, such as Scyther, require patience and strategy.

When you pay the 500 P admission you get 30 **Safari Balls** made especially to catch Safari

Zone Pokémon. Don't expect it to be easy, though. Although you can catch a lot of Pokémon with one or two balls, rare and unique characters require more coaxing. Rocks and food may help, but the best way to catch them is to patiently toss Safari Ball after Safari Ball at them.

### Did I Mention the Time Limit?



The numbers in the upper-left screen area tell you how many steps you have left.

Each visit to the Safari Zone lasts roughly 500 seconds. In concrete terms, you have 500 steps, because the

counter stops whenever you stay still, fish, or battle a Pokémon. To check on your progress, bring up the Menu screen.

### The Contest



Dash through the park and you'll win a prize!

If you can make it to the house in the northwest corner of Area 3 before your time runs out, you'll win a special prize—HM03 (**Surf**). Now you can **Surf** the oceans to

the islands to the south, and get around the Safari Zone much quicker! You'll also find the Game Warden's **Gold Teeth** in this area.



## A Walk Through the World of Pokémon

### Routes 19 and 20

Once you leave Fuchsia City, you'll travel by sea to the Seafoam Islands and the Gym on Cinnabar Island. This route is filled with wild Tentacool of varying experience levels (LV5 to LV30). If you need one for your collection, choose any you like.

#### Trainer Talk

A group of Swimmers and Beauties rules this watery road. By this time, nothing they throw at you should come as a surprise. What will is the small amount of money you'll make fighting these guys! Swimmers carry very little cash on them; unless you need the experience, they're not worth fighting.

#### Twin Mountains

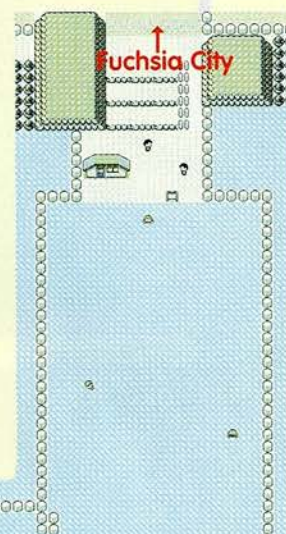
To enter the Seafoam Islands dungeon, you must visit the left entrance first. Then make your way through the cavern and come out the other side. You must exit the door on the right-hand mountain to continue along Route 20 to Cinnabar Island.



| Pokémon   |   |   |   |
|-----------|---|---|---|
| NAME      | R | B | Y |
| Tentacool | X | X | X |

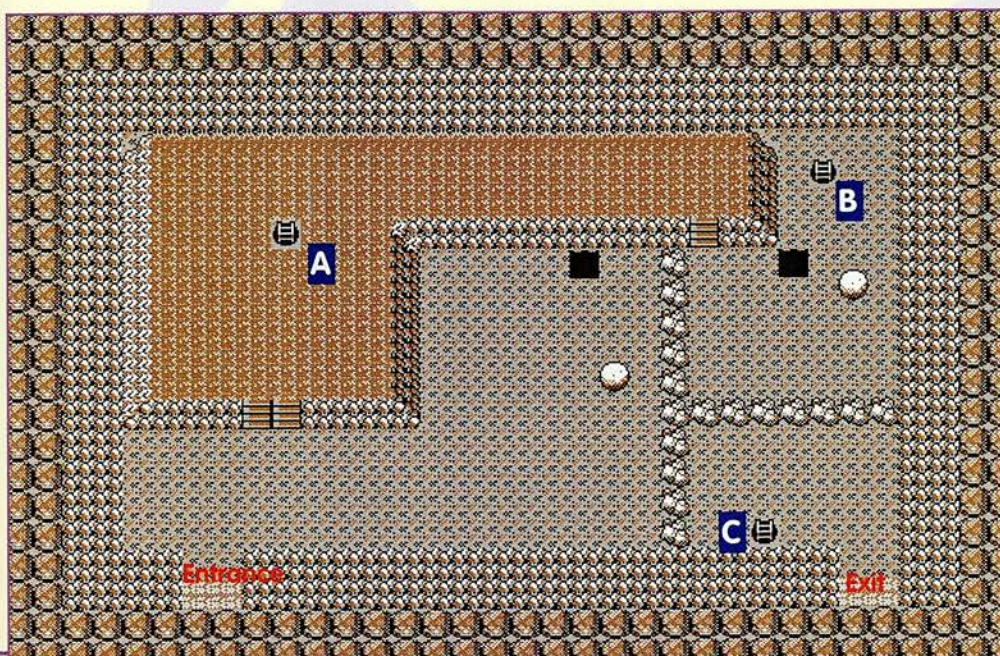
  

| Pokémon    |   |   |   |
|------------|---|---|---|
| NAME       | R | B | Y |
| Tentacool  | — | — | X |
| Tentacruel | — | — | X |
| Shellder   | X | X | — |
| Horsea     | X | X | — |
| Goldeen    | X | X | — |
| Saryu      | X | X | X |



### Seafoam Islands

The Seafoam Islands lie in the middle of Route 20. There you'll encounter a multitude of Water Pokémon, including many you may only have seen in Trainer battles. The Seafoam Islands also is home to a legendary Pokémon—Articuno. This icy blue bird lurks at the bottom of the cavern, where the current is strongest.



| Pokémon  |   |   |   |
|----------|---|---|---|
| NAME     | R | B | Y |
| Zubat    | X | X | X |
| Golbat   | X | X | X |
| Psyduck  | X | X | — |
| Golduck  | X | — | — |
| Slowpoke | X | X | X |
| Slowbro  | — | X | — |
| Seel     | X | X | — |
| Shellder | X | — | — |
| Saryu    | — | X | — |
| Horsea   | X | — | — |
| Krabby   | — | X | X |

| Pokémon  |   |   |   |
|----------|---|---|---|
| NAME     | R | B | Y |
| Shellder | X | X | — |
| Krabby   | — | — | X |
| Kingler  | — | — | X |
| Horsea   | X | X | — |
| Goldeen  | X | X | — |
| Saryu    | X | X | X |

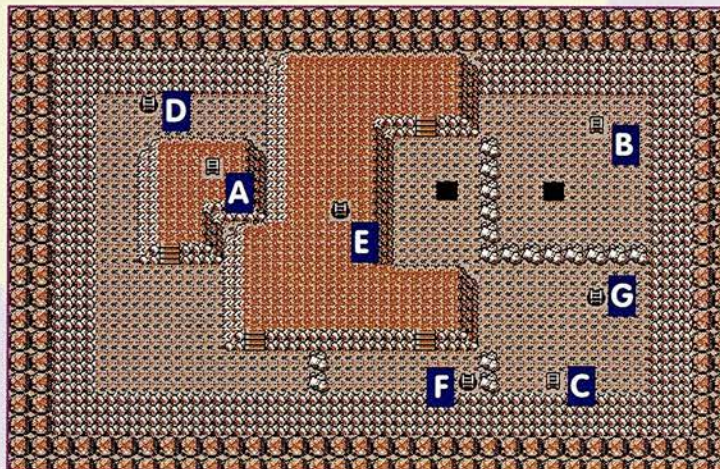
Seafoam Island 1F





### Pokémon

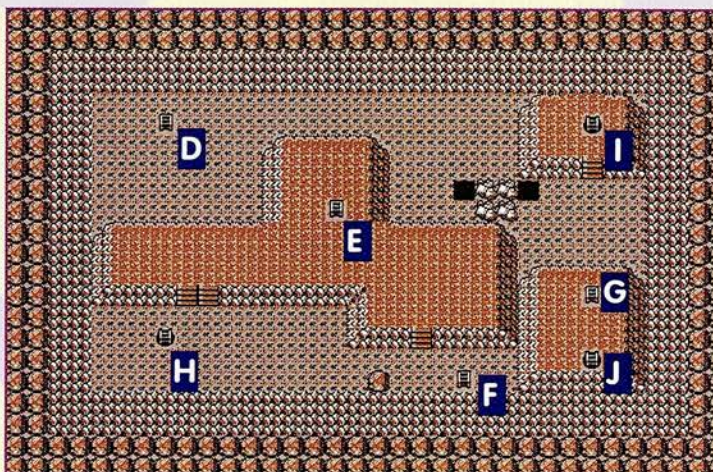
| NAME     | R | B | Y |
|----------|---|---|---|
| Zubat    | — | — | X |
| Golbat   | — | — | X |
| Seel     | X | X | X |
| Dewgong  | X | X | — |
| Slowpoke | X | — | X |
| Psyduck  | — | X | — |
| Shellder | X | X | — |
| Staryu   | X | X | — |
| Horsea   | X | — | — |
| Seadra   | X | — | — |
| Krabby   | — | X | X |
| Kingler  | — | X | X |



Seafoam Island B1

### Pokémon

| NAME     | R | B | Y |
|----------|---|---|---|
| Zubat    | — | — | X |
| Golbat   | X | X | X |
| Psyduck  | — | X | — |
| Golduck  | — | X | — |
| Slowpoke | X | — | X |
| Slowbro  | X | — | X |
| Seel     | X | X | X |
| Krabby   | — | X | X |
| Kingler  | — | X | X |
| Shellder | X | X | — |
| Staryu   | X | X | — |
| Horsea   | X | — | — |



Seafoam Island B3

### Pokémon

| NAME        | R | B | Y |
|-------------|---|---|---|
| Zubat       | — | — | X |
| Golbat      | — | — | X |
| Psyduck     | — | X | — |
| Slowpoke    | X | — | — |
| Seel        | X | X | X |
| Dewgong     | X | X | X |
| Shellder    | X | — | — |
| Staryu *    | — | X | X |
| Horsea      | X | — | — |
| Seadra      | X | — | — |
| Krabby      | — | X | X |
| Kingler     | — | X | X |
| Tentacool * | — | — | X |

\* Caught by surfing.



Seafoam Island B4

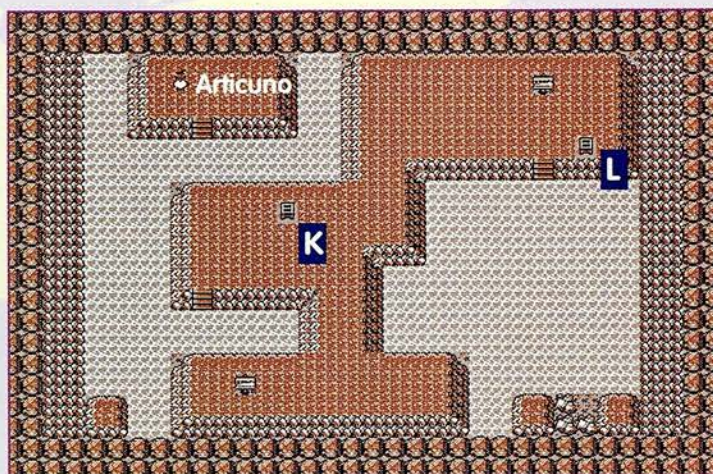


## A Walk Through the World of Pokémon

### Pokémon

| NAME        | R | B | Y |
|-------------|---|---|---|
| Zubat       | — | — | X |
| Golbat      | X | X | X |
| Psyduck     | — | X | — |
| Golduck     | — | X | — |
| Slowpoke    | X | — | — |
| Slowbro     | X | — | — |
| Seel        | X | X | X |
| Dewgong     | — | — | X |
| Shellder    | X | — | — |
| Krabby      | — | X | X |
| Kingler     | — | — | X |
| Staryu *    | — | X | X |
| Horsea      | X | — | — |
| Tentacool * | — | — | X |
| Articuno    | X | X | X |

\* Encountered by surfing.



Seafoam Island B4

### Use Your Strength



You must push all four boulders to the bottom of the cave before you can cross the current and head toward the exit.

The last two floors of this dungeon are divided by a stream with an extremely fast current—so fast, you can't do much surfing. To calm the current, push the boulders you see lying around down the holes to the bottom floor. Four boulders in the cave will do the job. Can you figure out this puzzle?

### Articuno



Ah! The legendary ice bird, Articuno!

This bird isn't easy to catch, but the rarest species never are. Before you storm into battle, save your game! This LV50 bird is too precious to defeat accidentally. Next, make sure you have 50 or more Ultra Balls. Even Paralyzed and with only a few HP, Articuno is too vigorous to stay in an Ultra Ball, and catching it is largely a matter of luck and patience. Whittle away carefully at its HP. Don't use a Pokémon that's too strong, but you'll need one that can last the battle. Start throwing Ultra Balls when you have Articuno down to a sliver of its HP gauge. Good luck.





### Cinnabar Island

Floating in the middle of the sea west of Seafoam Islands is tiny Cinnabar Island. There may not be much land there, but the action can overwhelm you. Cinnabar is renowned as a place for Pokémon research. Head to the Pokémon Lab and check out the new research. Or, if you have time, look at the abandoned research facilities in the Pokémon House. You might even learn about new species of Pokémon.

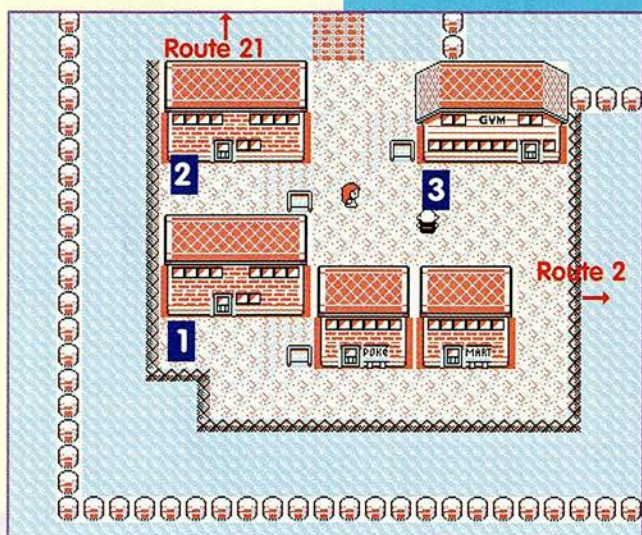


#### Pokémon

| NAME      | R | B | Y |
|-----------|---|---|---|
| Tentacool | — | — | — |
| Shellder  | X | X | — |
| Horsea    | X | X | — |
| Goldeen   | X | X | — |
| Staryu    | X | X | X |

#### Poké Mart

| ITEM         | PRICE |
|--------------|-------|
| Ultra Ball   | 1200  |
| Great Ball   | 600   |
| Super Potion | 1500  |
| Max Repel    | 700   |
| Escape Rope  | 550   |
| Full Heal    | 600   |
| Revive       | 1500  |



### 1. The Pokémon Lab



Give this man your Fossils and he'll bring the prehistoric Pokémon back to life.

Inside the Lab you'll find lots of people buzzing about Pokémon research. They use the room at

the far end to research fossils. Go get the fossils from Pewter City and Mt. Moon and let the scientist look at them. He may be able to revive them ....

Keep on the lookout for traders. Some might have something you're looking for.

### 2. Pokémon House

This once-ornate center of Pokémon learning has fallen into disuse, and now Burglars roam about looking for things to steal. It wouldn't be worth the risk to enter, were it not for a certain key that lies within.

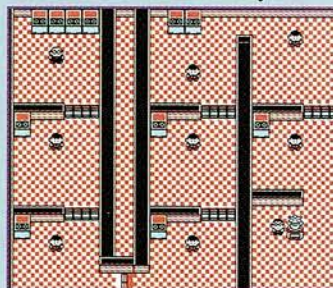
### 3. Cinnabar Island Gym



Where's the key?

The door is locked! Find the key and battle your way through the halls full of Trainers to find the reclusive Blaine.

### Gym Leader Lowdown Number 7: Blaine at the Cinnabar Island Gym



Blaine

Blaine tries as hard as he can to keep the public away.

He's locked the door with a well-hidden key, and you must fight Trainer after Trainer to reach the final barricade! While you do that, you'll have plenty of time to determine a strate-

gy against Fire Pokémon. Consider using a Water Pokémon or Ground/Rock Pokémon, if you have one handy.

In *Pokémon Red*, *Blue*, and *Yellow*, Blaine is also the Quizmaster! Investigate the computer terminals near each door and answer the questions they ask you. If you answer correctly, you can pass to the next room without fighting the Junior Trainers (you can still choose to fight them, if you like).

Blaine is easy to defeat if you have some good strong Pokémon with you. A Gyarados or Blastoise works especially well against his Fire Pokémon. When he's defeated, Blaine gives you his Volcano Badge. This increases your Pokémon's skills! He also gives you TM38, which teaches a lucky Fire Pokémon the Fire Blast skill. That might come in handy against the Elite Four on Indigo Plateau.

### Blaine's Pokémon Lineup (Y)



Ninetales LV48

Skills: Confuse Ray, Flamethrower, Quick Attack, Tail Whip



Rapidash LV50

Skills: Fire Spin, Growl, Stomp, Take Down



Arcanine LV54

Skills: Fire Blast, Flamethrower, Reflect, Take Down

### Blaine's Pokémon Lineup (RB)

Growlithe LV42

Rapidash LV42

Ponyta LV40

Arcanine LV47





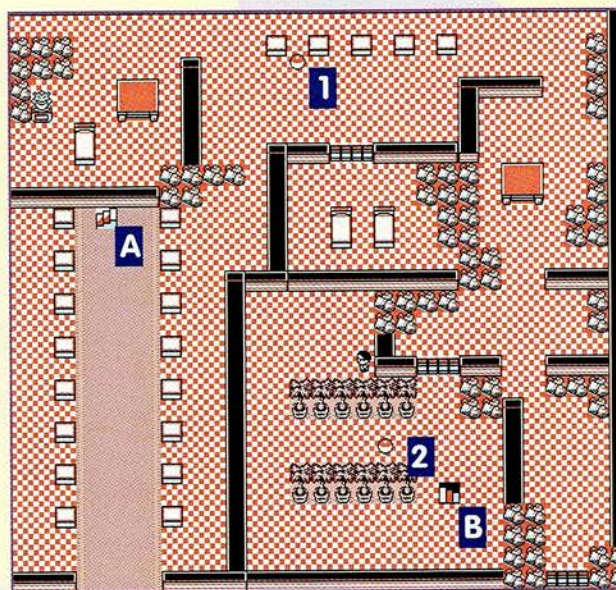
## A Walk Through the World of Pokémon

### Pokémon House

This abandoned, rotting house now houses only a bunch of Poison and Fire Pokémon and Burglars. A **Secret Key** lies hidden somewhere around here, however.

#### Pokémon (1F)

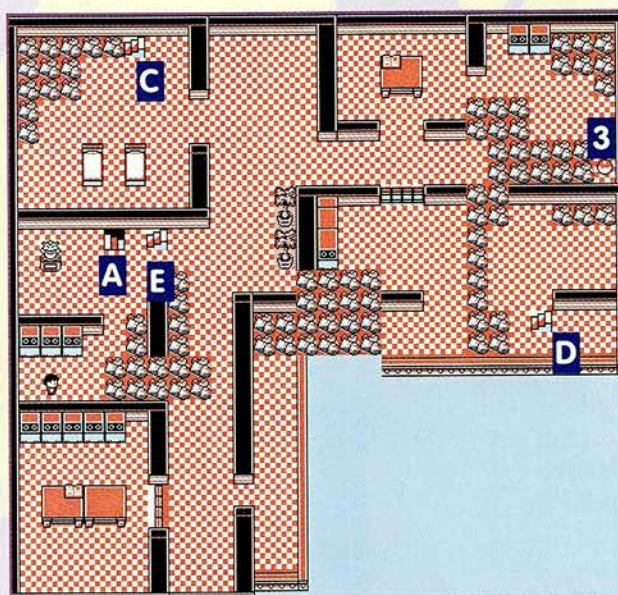
| NAME      | R | B | Y |
|-----------|---|---|---|
| Rattata   | — | — | X |
| Raticate  | — | — | X |
| Vulpix    | — | X | — |
| Growlithe | X | — | X |
| Ponyta    | X | X | — |
| Grimer    | X | X | X |
| Muk       | X | X | X |
| Koffing   | X | X | — |
| Weezing   | X | X | — |



Pokémon House 1F

#### Pokémon (2F)

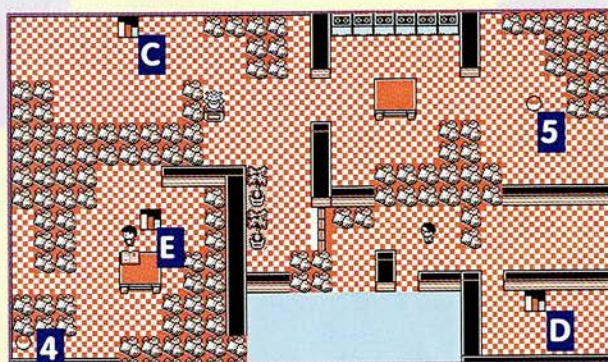
| NAME      | R | B | Y |
|-----------|---|---|---|
| Rattata   | — | — | X |
| Raticate  | — | — | X |
| Vulpix    | — | X | — |
| Growlithe | X | — | — |
| Ponyta    | X | X | — |
| Grimer    | X | X | X |
| Muk       | X | X | X |
| Koffing   | X | X | — |
| Weezing   | X | X | — |



Pokémon House 2F

#### Pokémon (3F)

| NAME      | R | B | Y |
|-----------|---|---|---|
| Rattata   | — | — | X |
| Raticate  | — | — | X |
| Vulpix    | — | X | — |
| Growlithe | X | — | — |
| Ponyta    | X | X | — |
| Grimer    | X | X | X |
| Muk       | X | X | X |
| Koffing   | X | X | — |
| Weezing   | X | X | — |
| Magmar    | — | X | — |



Pokémon House 3F



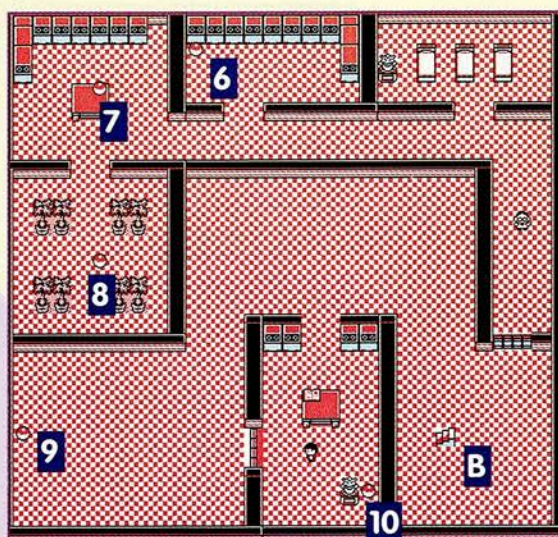


### Pokémon (B1)

| NAME      | R | B | Y |
|-----------|---|---|---|
| Raticate  | — | — | X |
| Vulpix    | — | X | — |
| Growlithe | X | — | — |
| Ponyta    | X | X | — |
| Grimer    | X | X | X |
| Muk       | X | X | X |
| Koffing   | X | X | — |
| Weezing   | X | X | — |
| Magmar    | — | X | — |
| Ditto     | — | — | X |

### Items

1. Escape Rope
2. Carbos
3. Calcium
4. Max Potion
5. Iron
6. Rare Candy
7. TM22 (Solar Beam)
8. Secret Key
9. Full Restore
10. TM14 (Blizzard)

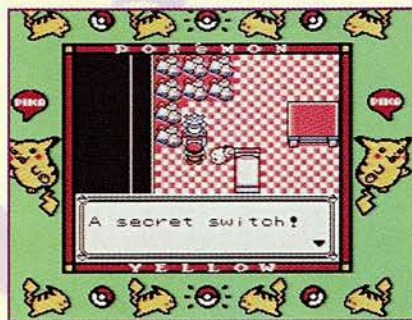


Pokémon House B1

### Trainer Talk

Battling the Scientists and Burglars in this house serves as a good warm-up for Blaine and the Trainers at the Cinnabar Island Gym. If you can beat these Trainers easily, you'll do fine against Blaine.

### Hidden Switches



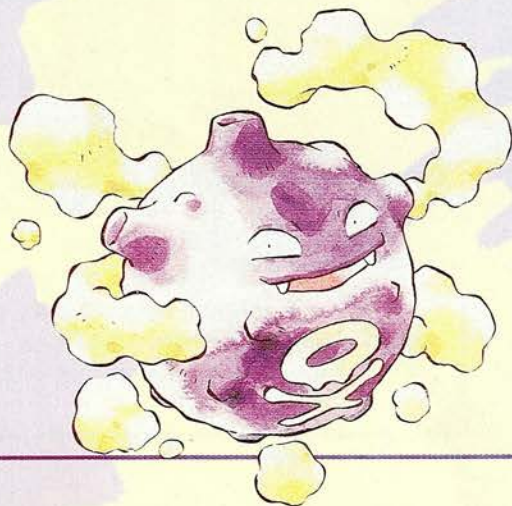
Go ahead, pull that switch!

The statues conceal switches. If you pull a switch, some doors will open and others will close. One pull affects the entire house. (Remember that if you think you're stuck.)

### No Stairs to the Basement

Well, *of course* the key is in the basement! But how are you going to get there? Guess you'll just have to jump—from the third floor, naturally! The open area left of the Scientist seems to be the fastest way down.

The basement holds the **Secret Key** and notes about two mysterious Pokémon!





# A Walk Through the World of Pokémon

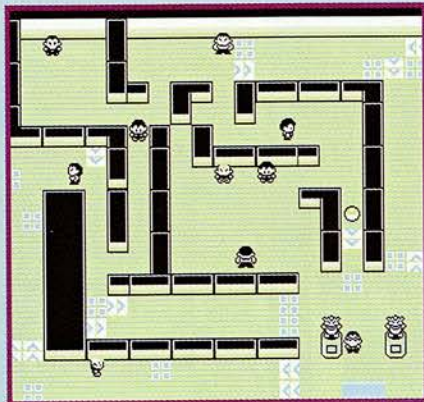
## Route 21

Once you surf this path, you'll have come full circle. The waterway takes you straight to Pallet Town, and from there it's a short journey to Viridian City (and the eighth Badge).

### More Trainer Talk?

If you're tired of fighting, hug the wall to the left to stay out of the path of all the Trainers on this route. They're the usual lot of Swimmers, with a few Fishermen standing on piers in the middle of the water. Fight them if you think your Pokémon need the practice and experience, but if you're dying to get to the end, it's OK to skip them.

## Gym Leader Lowdown Number 8: Giovanni of the Viridian City Gym



Giovanni

After you've collected the first seven Badges, you'll find the door to the Viridian Gym unlocked. It's time to take on the final Gym Leader before you head off to Victory Road and the Elite Four.

Giovanni leads Team Rocket—and, boy, is he mad at you! All the Junior Trainers in his gym are dedicated to Ground Pokémon of the highest levels. When you pay this gym a visit on your way to the final confrontation at Indigo Plateau, make sure you have your

best Water, Grass, or Ice Pokémon ready to go, and at pretty high levels. Giovanni's Pokémon are mean, and the twisty corridors and the transport pads make it easy for his Trainers to wear you down.

Thankfully, Giovanni's Pokémon haven't changed much since your last confrontation in Saffron City, so use the tactics you used there. If you win, you'll get the Earth Badge, which compels Pokémon of any level to obey your commands, and TM 27—the awesome **Fissure** skill.

### Giovanni's Pokémon Lineup (Y)



Dugtrio L50

Skills: **Dig, Earthquake, Fissure, Sand Attack**



Persian L53

Skills: **Double Team, Fury Swipes, Screech, Slash**



Nidoqueen L53

Skills: **Double Kick, Earthquake, Tail Whip, Thunder**



Nidoking L55

Skills: **Double Kick, Earthquake, Leer, Thunder**



Rhydon L55

Skills: **Earthquake, Fury Attack, Horn Drill, Rock Slide**

### Giovanni's Pokémon Lineup (RB)

Rhyhorn LV45

Dugtrio LV42

Nidoqueen LV44

Nidoking LV45

Rhydon LV50

## Pokémon

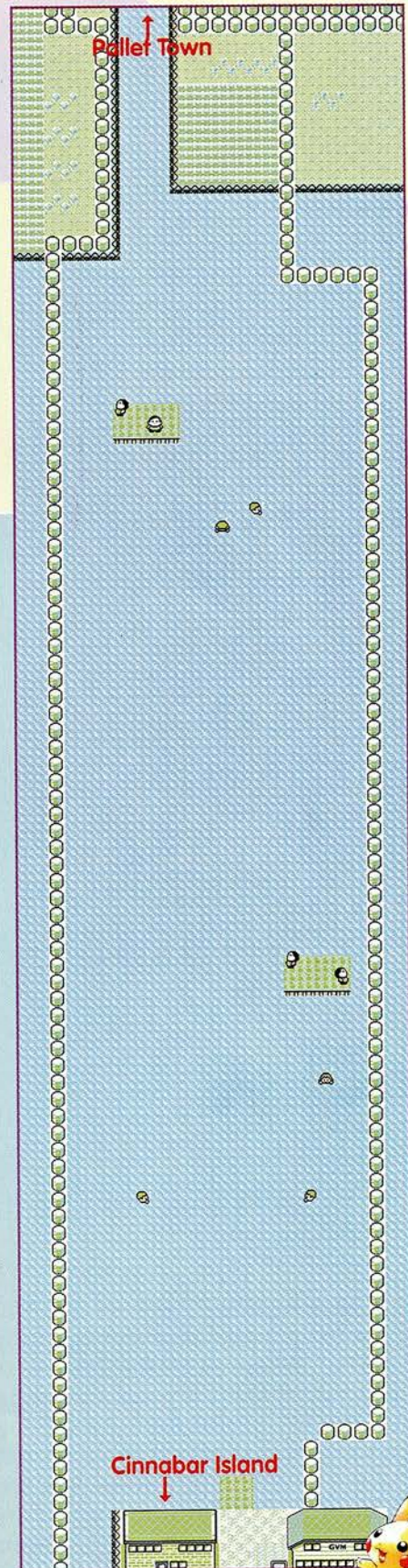
| NAME        | R | B | Y |
|-------------|---|---|---|
| Pidgey      | X | X | X |
| Pigeotto    | X | X | X |
| Rattata     | X | X | X |
| Raticate    | X | X | X |
| Tangela     | X | X | — |
| Tentacool * | X | X | X |

\* Encountered while surfing.



## Pokémon

| NAME       | R | B | Y |
|------------|---|---|---|
| Tentacool  | — | — | X |
| Tentacruel | — | — | X |
| Shellder   | X | X | — |
| Horsea     | X | X | — |
| Golddeen   | X | X | — |
| Staryu     | X | X | X |

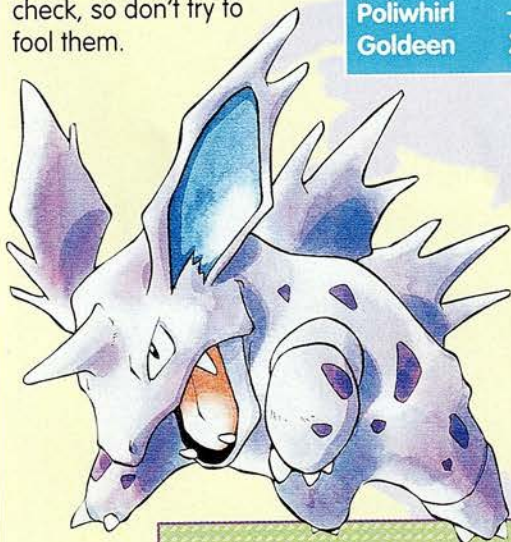


Cinnabar Island



### Route 22

If this street is new to you, then you missed out on a good opportunity to catch some Nidoran early in the game. The entrance to Route 23 and Victory Road is at the end of the road. Before you can walk through the doors, you must possess all eight Badges. Guards posted along Route 23 will check, so don't try to fool them.



#### Pokémon

| NAME     | R | B | Y |
|----------|---|---|---|
| Rattata  | X | X | X |
| Spearow  | X | X | X |
| Nidoran♂ | X | X | X |
| Nidoran♀ | X | X | X |
| Mankey   | — | — | X |



#### Pokémon

| NAME      | R | B | Y |
|-----------|---|---|---|
| Poliwag   | X | X | X |
| Poliwhirl | — | — | X |
| Goldeen   | X | X | — |

### Route 23

You made it! At the end of this long road lies the entrance to Victory Road and the Indigo Plateau. You'll find no Trainers here to spoil things, just lots of uncommon Pokémon wandering around. Check your list and see if you need any to complete your collection before you go up against the Elite Four.

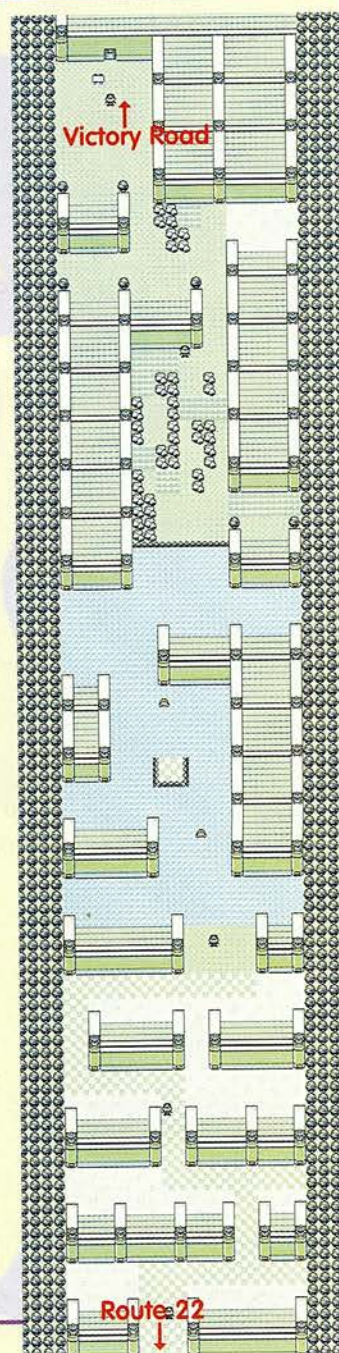
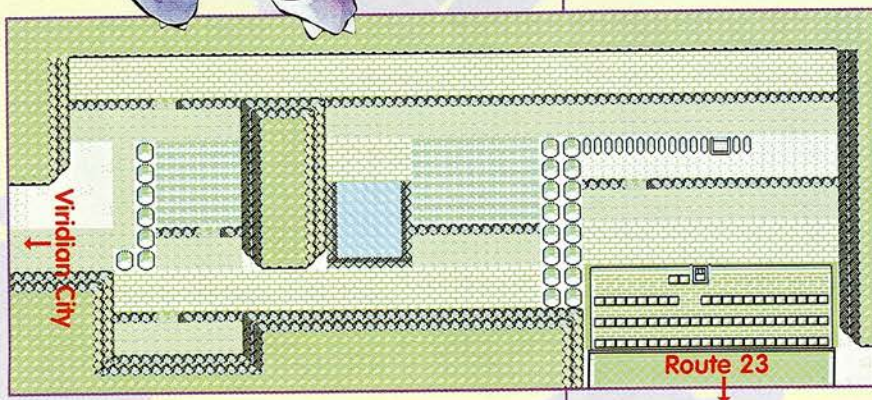


#### Pokémon

| NAME      | R | B | Y |
|-----------|---|---|---|
| Poliwag   | — | — | X |
| Poliwhirl | — | — | X |
| Seaking   | X | X | — |
| Slowbro   | X | X | — |
| Kingler   | X | X | — |
| Seadra    | X | X | — |

#### Pokémon

| NAME      | R | B | Y |
|-----------|---|---|---|
| Spearow   | X | X | X |
| Fearow    | X | X | X |
| Ekans     | X | — | — |
| Arbok     | X | — | — |
| Sandshrew | — | X | — |
| Sandslash | — | X | — |
| Nidorino  | — | — | X |
| Nidorina  | — | — | X |
| Mankey    | — | — | X |
| Primeape  | — | — | X |
| Ditto     | X | X | — |



### Not Him Again!

Yes, once again you'll find your Rival lying in wait on this road. He's already fought the Elite Four, and wants to give you a taste of what's to come. Use this battle to gauge how well you'll fare against them yourself. If defeating your Rival is a struggle, level up your Pokémon some more.



## A Walk Through the World of Pokémon

### Victory Road

The Victory Road dungeon is the final proving ground for young Trainers who want to go up against the Elite Four. You'll face tough challenges here from both Trainers and puzzles. Before you leave and enter Indigo Plateau, try to catch another legendary bird—Moltres.

#### Pokémon (1F)

| NAME     | R | B | Y |
|----------|---|---|---|
| Zubat    | X | X | X |
| Golbat   | X | X | — |
| Machop   | X | X | — |
| Machoke  | X | X | — |
| Geodude  | X | X | X |
| Graveler | X | X | X |
| Onix     | X | X | X |
| Marowak  | X | X | — |

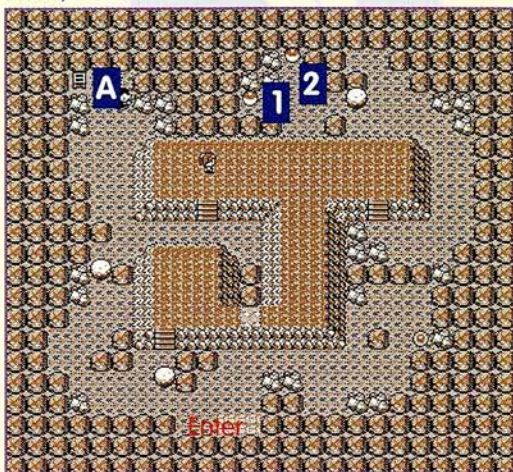
#### Pokémon (3F)

| NAME     | R | B | Y |
|----------|---|---|---|
| Zubat    | X | X | — |
| Golbat   | X | X | — |
| Venomoth | X | X | — |
| Machop   | X | X | — |
| Machoke  | X | X | X |
| Geodude  | X | X | X |
| Graveler | X | X | X |
| Onix     | X | X | X |

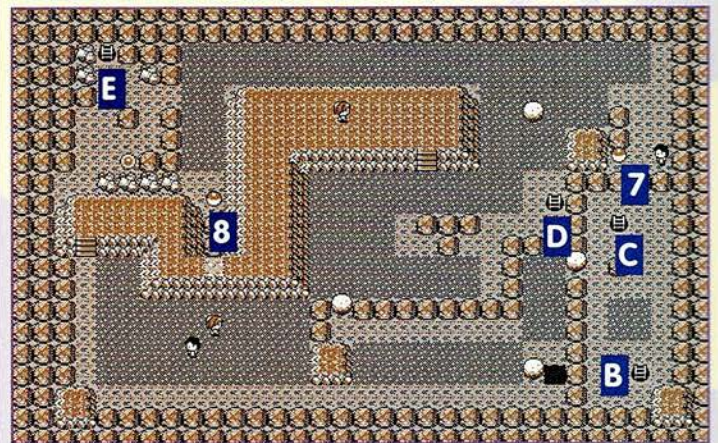
#### Items

1. Rare Candy
2. TM43 (Sky Attack)
3. TM05 (Mega Kick)
4. Full Heal
5. TM17 (Submission)
6. Guard Spec.
7. Max Revive
8. Full Restore

Victory Road 1F



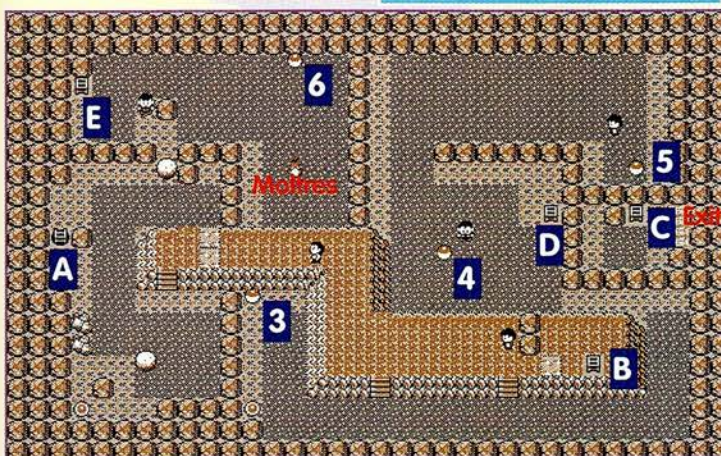
Victory Road 3F



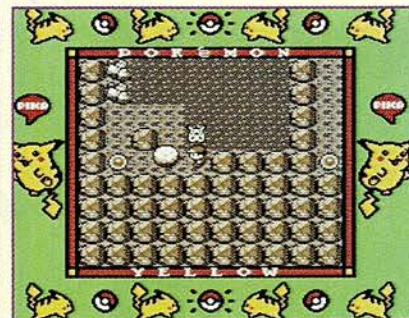
#### Pokémon

| NAME     | R | B | Y |
|----------|---|---|---|
| Zubat    | X | X | X |
| Golbat   | X | X | X |
| Machop   | X | X | X |
| Machoke  | X | X | X |
| Geodude  | X | X | X |
| Graveler | X | X | X |
| Onix     | X | X | X |
| Marowak  | X | X | X |
| Moltres  | X | X | X |

Victory Road 2F



### Boulder + Pressure Plate = ?



Push the boulders onto the round buttons to open the doors!

The pressure plates hold the stone doors open, but you can't be in two places at once. Try pushing the boulders over onto the pressure plates to hold them open.

### Two Routes

Two routes are available to you in Victory Road. Stairs A, B, and C take you to the exit; stairs D and E take you to Moltres' lair.

### Moltres

This legendary flame bird is just as hard to catch as the ice bird Articuno was in the Seafoam Islands. Use the same techniques to weaken and capture it and you should be fine. Remember to save before you approach this one!

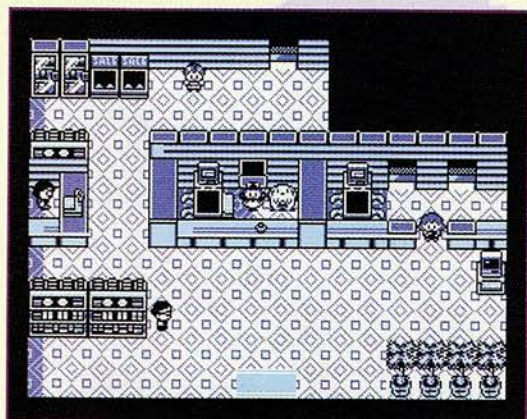




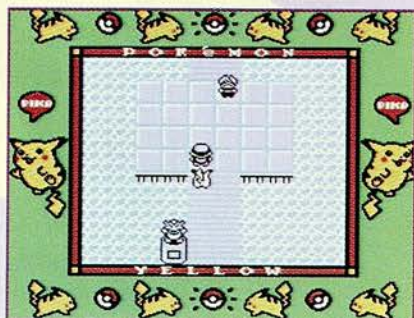
### Indigo Plateau

Finally—the end! Were you expecting a full-fledged city? Indigo Plateau combines the best of a Poké Mart with all the conveniences of a Pokémon Center. You can heal your Pokémon and buy the most powerful Potions here before your big encounter with the Elite Four.

| Poké Mart<br>ITEM | PRICE |
|-------------------|-------|
| Ultra Ball        | 1200  |
| Great Ball        | 600   |
| Full Restore      | 3000  |
| Max Potion        | 2500  |
| Full Heal         | 600   |
| Revive            | 1500  |
| Max Repel         | 700   |



### Lorelei: Master Trainer of Water Pokémon



Lorelei probably is the easiest of the Elite Four, and that's not saying much. Use Electric or Grass Pokémon and you'll be fine. It's a good thing you've had so much practice.

#### Lorelei's Lineup (RBY)



Dewgong LV54  
Skills: Aurora Beam, Bubble Beam, Rest, Take Down



Cloyster LV53  
Skills: Clamp, Ice Beam, Spike Cannon, Supersonic



Slowbro LV54  
Skills: Amnesia, Psychic, Surf, Withdraw



Jynx LV56  
Skills: Double Slap, Ice Beam, Lovely Kiss, Thrash



Lapras LV56  
Skills: Blizzard, Body Slam, Confuse Ray, Hydro Pump

### Bruno: Master Trainer of Ground and Fighting Pokémon



These hard-core fighters aren't nearly as intimidating as they think they are. Attack them with Water, Fighting, or Psychic skills.

#### Bruno's Lineup (RBY)



Onix LV53  
Skills: Dig, Rock Slide, Screech, Slam



Hitmonchan LV55  
Skills: Double Team, Fire Punch, Ice Punch, Thunder Punch



Hitmonlee LV55  
Skills: Double Kick, Double Team, Mega Kick, Hi Jump Kick



Onix LV56  
Skills: Earthquake, Rock Slide, Screech, Slam



Machop LV58  
Skills: Karate Chop, Leer, Strength, Submission



## A Walk Through the World of Pokémon

### Agatha: Master Trainer of Ghost and Poison Pokémon



As you learned in the Pokémon Tower, Ghost Pokémon are no fun. Agatha's have a severe tendency to cast Confuse Ray and Nightshade, which make your Pokémon confused. Counter as best you can, using the techniques you developed in the Pokémon Tower.

#### Agatha's Lineup (RBY)

-  Gengar LV56  
Skills: **Confuse Ray, Lick, Mega Drain, Substitute**
-  Golbat LV56  
Skills: **Leech Life, Supersonic, Toxic, Wing Attack**
-  Haunter LV55  
Skills: **Confuse Ray, Dream Eater, Hypnosis, Lick**
-  Arbok LV58  
Skills: **Acid, Glare, Screech, Wrap**
-  Gengar LV60  
Skills: **Confuse Ray, Dream Eater, Hypnosis, Psychic**



### Lance: Master Trainer of Dragon Pokémon



Dragons are rarely seen in the world of Pokémon, so don't be surprised if you don't know how to handle them. Ice Pokémon seem effective against them, as are other Dragons. But any final-form Pokémon that has learned while leveling up or is outfitted with the Hyper Beam skill (from the Coin Exchange in Celadon City) should defeat these Pokémon with one stroke.

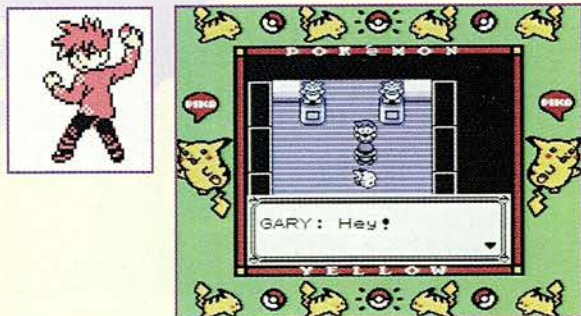
#### Lance's Lineup (RBY)

-  Gyarados LV58  
Skills: **Dragon's Rage, Hydro Pump, Hyper Beam, Leer**
-  Dragonair LV56  
Skills: **Hyper Beam, Slam, Thunder Bolt, Thunder Wave**
-  Dragonair LV56  
Skills: **Bubble Beam, Hyper Beam, Ice Beam, Wrap**
-  Aerodactyl LV60  
Skills: **Fly, Hyper Beam, Swift, Wing Attack**
-  Dragonite LV62  
Skills: **Blizzard, Fire Blast, Hyper Beam, Thunder**





### Final Battle Against Your Rival



The Pokémon your Rival chose at the beginning of the game determines the lineup he'll have here at the end. Your Rival has collected a well-rounded band of Pokémon, including all major groups (Psychic, Fight, Ground, Water, Fire, and Grass). You'll want to have a troop of Pokémon that can counter them. This is probably the game's toughest fight, so remember all you've learned.

### Rival's Lineup (Y), Basic Three



Sandslash LV61  
Skills: **Earthquake, Fury Swipes, Poison Sting, Slash**



Alakazam LV59  
Skills: **Kinesis, Psybeam, Psychic, Recover**



Exeggutor LV61  
Skills: **Barrage, Hypnosis, Leech Seed, Stomp**

### Rival's Lineup (Y), Pattern A\*



Cloyster L61  
Skills: **Aurora Beam, Clamp, Ice Beam, Spike Cannon**



Ninetales L63  
Skills: **Confuse Ray, Fire Spin, Quick Attack, Tail Whip**



Jolteon L65  
Skills: **Pin Missile, Quick Attack, Thunder, Thunder Wave**

\* If you defeated your Rival at Professor Oak's Lab and on Route 22 at the start of the game.

### Rival's Lineup (Y), Pattern B\*



Magnemite LV61  
Skills: **Screech, Swift, Thunder Bolt, Thunder Wave**



Cloyster LV63  
Skills: **Aurora Beam, Clamp, Ice Beam, Spike Cannon**



Flareon LV65  
Skills: **Fire Spin, Flamethrower, Quick Attack, Reflect**

\* If you defeat your Rival at Professor Oak's Lab, but lose or skip the battle on Route 22 at the start of the game.

### Rival's Lineup (Y), Pattern C\*



Ninetales LV61  
Skills: **Confuse Ray, Fire Spin, Quick Attack, Tail Whip**



Magnemite LV63  
Skills: **Screech, Swift, Thunder Bolt, Thunder Wave**



Vaporeon LV65  
Skills: **Aurora Beam, Hydro Pump, Mist, Quick Attack**

\* If you lose to your Rival at Professor Oak's Lab, and lose or skip the battle on Route 22 at the start of the game.

### Rival's Lineup (RB)

Pidgeot LV61  
Alakazam LV59  
Rhydon LV61

#### PATTERN A

Arcanine LV61  
Exeggutor LV63  
Blastoise LV65

#### PATTERN B

Arcanine LV63  
Venusaur LV65  
Gyarados LV61

#### PATTERN C

Charizard LV65  
Exeggutor LV61  
Gyarados LV63

### Aftermath

So the game ends. But does it really? You still have lots of Pokémon to collect, and you haven't even explored the Unknown Dungeon.

Take heart. Once you finish this battle, your game is saved and restarts back at your house in Pallet Town. From there you can roam the world freely, collecting as many Pokémon as you want. You can even take on the Elite Four as many times as you like. (It's a great way to level up your Pokémon!)



## A Walk Through the World of Pokémon

### Power Plant

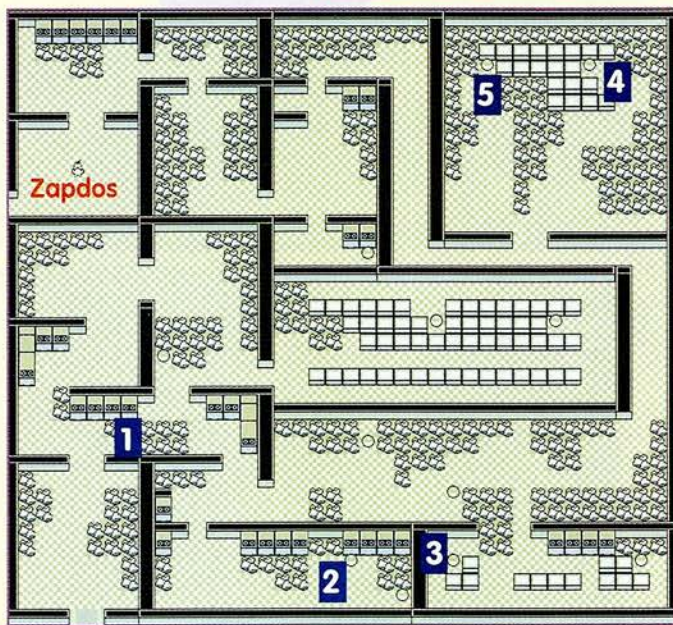
You can access the Power Plant once you've learned the **Surf** ability. Inside you'll find numerous Electric Pokémon and the third of the bird trio—the legendary Zapdos.

#### Pokémon

| NAME       | R | B | Y |
|------------|---|---|---|
| Pikachu    | X | X | — |
| Raichu     | — | X | — |
| Magnemite  | X | X | X |
| Magneton   | X | X | X |
| Grimer     | — | — | X |
| Muk        | — | X | X |
| Voltorb    | X | X | X |
| Electabuzz | X | — | — |

#### Items

1. Carbos
2. TM33 (Reflect)
3. TM25 (Thunder)
4. Rare Candy
5. HP Up



### Unknown Dungeon

The final dungeon becomes accessible only after you complete a bout against the Elite Four and finish the game. Then the sentry blocking your way leaves, and the Unknown Dungeon becomes your playground.

Lots of rare Wild Pokémon run around here, so stock up on Ultra Balls, and happy hunting!

#### Warning: High-Level Pokémon!

Cerulean Cave is known for its powerful and dangerous Pokémon. Their experience levels start at LV50. (The Mewtwo in the basement is a tough LV70!)

#### Mewtwo

You read about it in the Pokémon House on Cinnabar Island. Now it stares you in the face. You could capture it as you did the bird trio, or just use your **Master Ball**, instead.

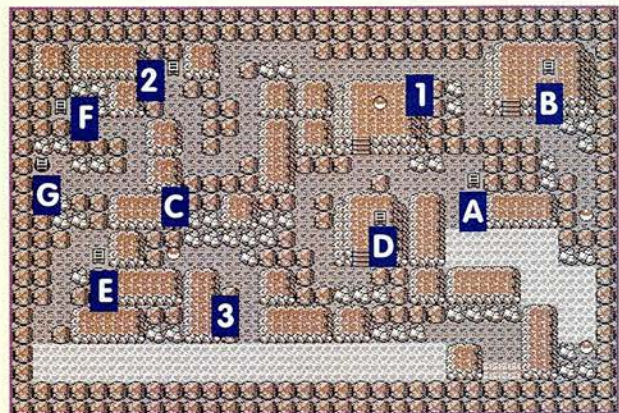
### Unknown Dungeon (Red and Blue)

#### Pokémon (IF)

| NAME       | R | B |
|------------|---|---|
| Wigglytuff | X | X |
| Venomoth   | X | X |
| Kadabra    | X | X |
| Dodrio     | X | X |
| Electrode  | X | X |
| Marowak    | X | X |
| Rhydon     | X | X |
| Chansey    | X | X |
| Ditto      | X | X |

#### Items

1. Max Ether
2. Nugget
3. Full Restore
4. Full Restore
5. PP Up
6. Ultra Ball
7. Max Revive
8. Ultra Ball



Unknown Dungeon 1F

#### Item Ball or Voltorb?

It's hard to tell the difference, isn't it? You can only really tell when you pick one up. If it comes to life, you guessed wrong.

#### Zapdos

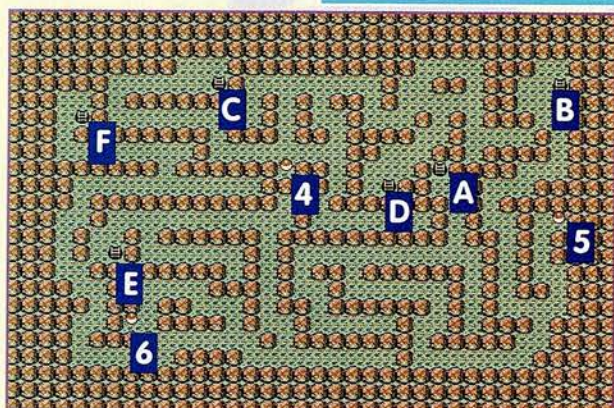
Just before the Power Plant exit, you'll encounter the Electric bird, Zapdos. If you're a fan of Electric Pokémon, be sure to add this bird to your collection. Save before you approach, and capture it using the techniques you used with the rest of the bird trio.





### Pokémon (2F)

| NAME      | R | B |
|-----------|---|---|
| Arbok     | X | — |
| Raichu    | X | X |
| Sandslash | — | X |
| Golbat    | X | X |
| Parasect  | X | X |
| Venomoth  | X | X |
| Kadabra   | X | X |
| Magneton  | X | X |
| Dodrio    | X | X |
| Hypno     | X | X |
| Ditto     | X | X |



Unknown Dungeon 2F

### Pokémon (B1)

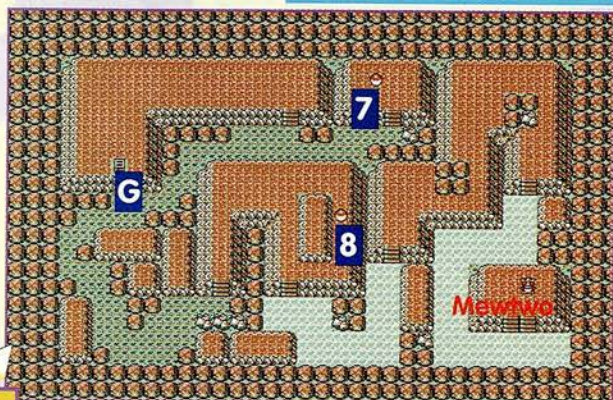
| NAME      | R | B |
|-----------|---|---|
| Arbok     | X | — |
| Raichu    | X | X |
| Sandslash | — | X |
| Parasect  | X | X |
| Electrode | X | X |
| Marowak   | X | X |
| Rhydon    | X | X |
| Chansey   | X | X |
| Ditto     | X | X |

\* Mewtwo is in the Yellow version

### Pokémon

| NAME    | R | B |
|---------|---|---|
| Slowbro | X | X |
| Kingler | X | X |
| Seadra  | X | X |
| Seaking | X | X |

Unknown Dungeon B1



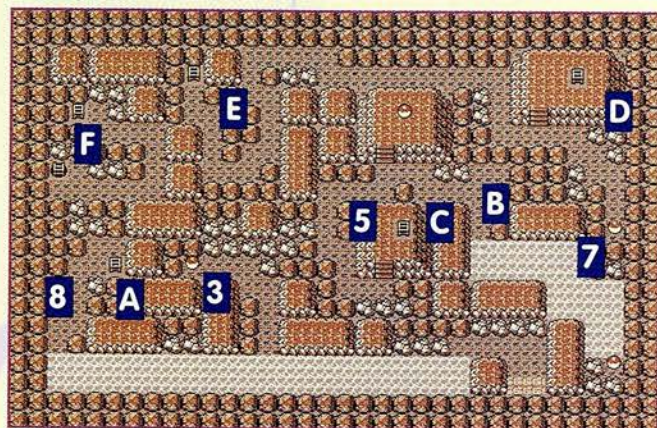
### Unknown Dungeon (Yellow)

### Pokémon (1F)

| NAME       | Y |
|------------|---|
| Sandslash  | X |
| Golbat     | X |
| Gloom      | X |
| Weepinbell | X |
| Graveler   | X |
| Rhyhorn    | X |
| Rhydon     | X |
| Ditto      | X |

### Items

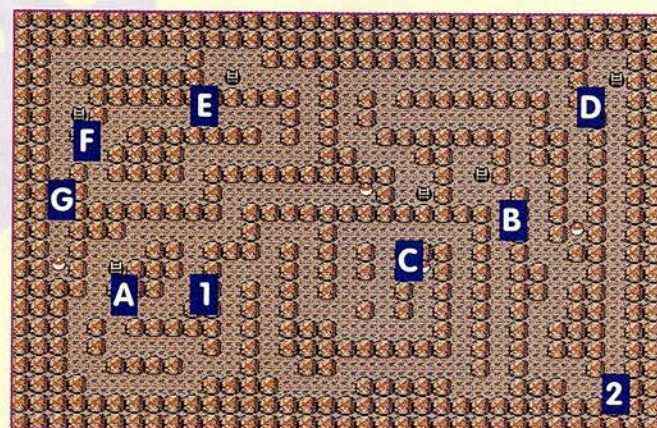
1. Max Ether
2. Rare Candy
3. Ultra Ball
4. Max Revive
5. Ultra Ball
6. Max Revive
7. Full Restore
8. Rare Candy
9. PP Up
10. Ultra Ball
11. Max Revive
12. Ultra Ball



Unknown Dungeon 1F

### Pokémon (2F)

| NAME       | Y |
|------------|---|
| Sandslash  | X |
| Golbat     | X |
| Gloom      | X |
| Parasect   | X |
| Venomoth   | X |
| Weepinbell | X |
| Graveler   | X |
| Ditto      | X |



Unknown Dungeon 2F



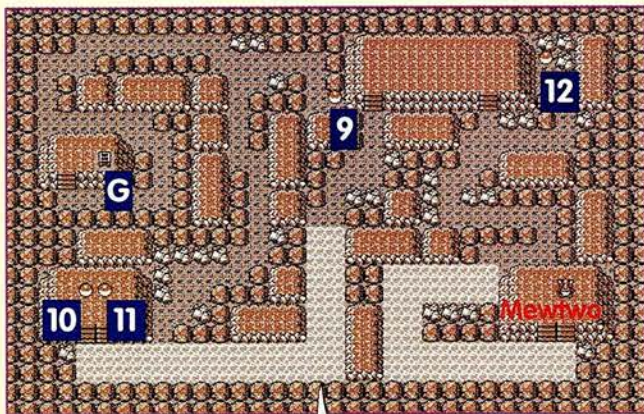


## Pokémon (Y)

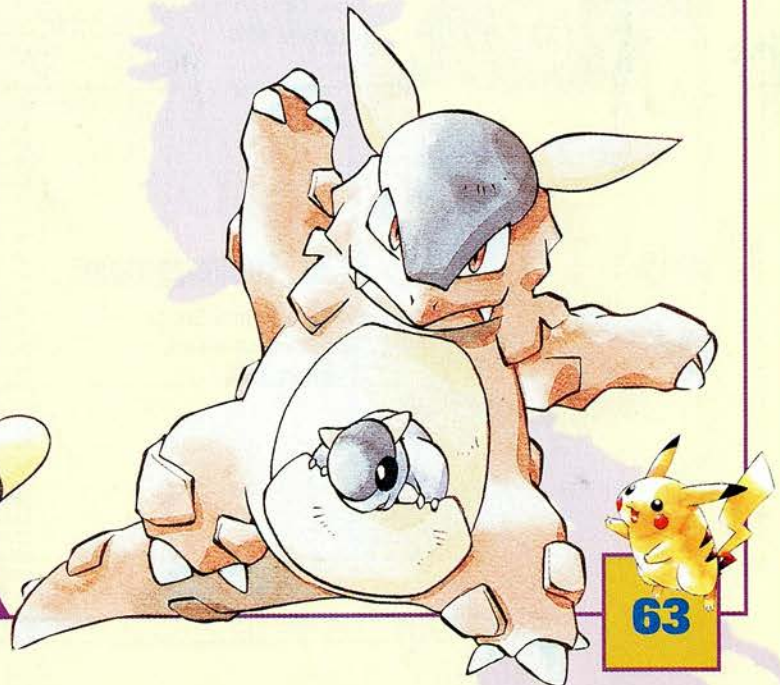
| NAME    | Y |
|---------|---|
| Goldeen | X |
| Seaking | X |

## Pokémon (B1)

| NAME      | Y |
|-----------|---|
| Golbat    | X |
| Graveler  | X |
| Lickitung | X |
| Rhyhorn   | X |
| Rhydon    | X |
| Chansey   | X |
| Ditto     | X |
| Mewtwo    | X |



Unknown Dungeon B1





# The Complete Pokédex

Looking for information about any Pokémon? Look no further! The sections that follow provide all available information about each of the 150 creatures inhabiting Pokémon Island. If you want to know when a certain Pokémon Evolves or how long it will be before it learns the next skill, check here. "The Complete Pokédex" also tells you where to find Pokémon and which skills you can teach them.

Here you'll find information about the Pokémon that appear in all three versions of the game (Red, Blue, and Yellow). Differences are noted using the following codes: R (Red), B (Blue), Y (Yellow). In the Learned Skills tables, "STND" means "standard" and refers to skills that a Pokémon is guaranteed to start with when you capture or obtain it other ways.



### 01: Bulbasaur

Evolution: Ivysaur (LV 16)  
Type: Grass/Poison  
Location: Professor Oak's Lab (RB);  
home in Cerulean City (Y)



### 02: Ivysaur

Evolution: Venusaur (LV 32)  
Type: Grass/Poison  
Location: N/A



### 03: Venusaur

Evolution: Final Stage  
Type: Grass/Poison  
Location: N/A

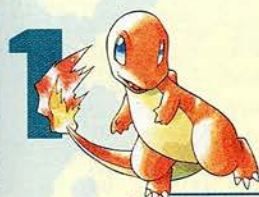
#### Learned Skills

| SKILL         | TYPE   | BULBASAUR | IVYSAUR | VENUSAUR |
|---------------|--------|-----------|---------|----------|
|               |        | RBY       | RBY     | RBY      |
| Tackle        | Normal | STND      | STND    | STND     |
| Growl         | Normal | STND      | STND    | STND     |
| Leech Seed    | Grass  | L7        | L7      | L7       |
| Vine Whip     | Grass  | L13       | L13     | L13      |
| Poison Powder | Poison | L20       | L22     | L22      |
| Razor Leaf    | Grass  | L27       | L30     | L30      |
| Growth        | Normal | L34       | L38     | L43      |
| Sleep Powder  | Grass  | L41       | L46     | L55      |
| Solar Beam    | Grass  | L48       | L54     | L65      |

#### Technical Machines

| NUMBER | BULBASAUR | IVYSAUR | VENUSAUR |
|--------|-----------|---------|----------|
|        | RBY       | RBY     | RBY      |
| TM03   | X         | X       | X        |
| TM06   | X         | X       | X        |
| TM08   | X         | X       | X        |
| TM09   | X         | X       | X        |
| TM10   | X         | X       | X        |
| TM15   | —         | —       | X        |
| TM20   | X         | X       | X        |
| TM21   | X         | X       | X        |
| TM22   | X         | X       | X        |
| TM31   | X         | X       | X        |
| TM32   | X         | X       | X        |
| TM33   | X         | X       | X        |
| TM34   | X         | X       | X        |
| TM44   | X         | X       | X        |
| TM50   | X         | X       | X        |
| HM01   | X         | X       | X        |





## 04: Charmander

Evolution: Charmeleon (LV 16)

Type: Fire

Location: Professor Oak's Lab (RB); man on Route 24 (Y)



## 05: Charmeleon

Evolution: Charizard (LV 36)

Type: Fire

Location: N/A



## 06: Charizard

Evolution: Final Stage

Type: Fire/Flying

Location: N/A

### Learned Skills

| SKILL        | TYPE   | CHARMANDER  | CHARMELEON  | CHARIZARD   |
|--------------|--------|-------------|-------------|-------------|
| Scratch      | Normal | RBY<br>STND | RBY<br>STND | RBY<br>STND |
| Growl        | Normal | L9          | L9          | L9          |
| Ember        | Fire   | L15         | L15         | L15         |
| Leer         | Normal | L22         | L24         | L24         |
| Rage         | Normal | L30         | L33         | L36         |
| Slash        | Normal | L38         | L42         | L46         |
| Flamethrower | Fire   | L46         | L56         | L55         |
| Fire Spin    | Fire   |             |             |             |

### Technical Machines

| NUMBER | CHARMANDER | CHARMELEON | CHARIZARD | Y |
|--------|------------|------------|-----------|---|
|        | RBY        | RBY        | RB        |   |
| TM01   | X          | X          | X         | X |
| TM03   | X          | X          | X         | X |
| TM05   | X          | X          | X         | X |
| TM06   | X          | X          | X         | X |
| TM08   | X          | X          | X         | X |
| TM09   | X          | X          | X         | X |
| TM10   | X          | X          | X         | X |
| TM15   | —          | —          | X         | X |
| TM17   | X          | X          | X         | X |
| TM18   | X          | X          | X         | X |
| TM19   | X          | X          | X         | X |
| TM20   | X          | X          | X         | X |
| TM23   | X          | X          | X         | X |
| TM26   | —          | —          | X         | X |
| TM27   | —          | —          | X         | X |
| TM28   | X          | X          | X         | X |
| TM31   | X          | X          | X         | X |
| TM32   | X          | X          | X         | X |
| TM33   | X          | X          | X         | X |
| TM34   | X          | X          | X         | X |
| TM38   | X          | X          | X         | X |
| TM39   | X          | X          | X         | X |
| TM40   | X          | X          | X         | X |
| TM44   | X          | X          | X         | X |
| TM50   | X          | X          | X         | X |
| HM01   | X          | X          | X         | X |
| HM02   | —          | —          | —         | X |
| HM04   | X          | X          | X         | X |



## 07: Squirtle

Evolution: Wartortle (LV 16)

Type: Water

Location: Professor Oak's Lab (RB); Officer Jenny in Vermilion City (Y)



## 08: Wartortle

Evolution: Blastoise (LV 36)

Type: Water

Location: N/A



## 09: Blastoise

Evolution: Final Stage

Type: Water

Location: N/A

### Learned Skills

| SKILL      | TYPE   | SQUIRTLE    | WARTORTLE   | BLASTOISE   |
|------------|--------|-------------|-------------|-------------|
| Tackle     | Normal | RBY<br>STND | RBY<br>STND | RBY<br>STND |
| Tail Whip  | Normal | L8          | L8          | L8          |
| Bubble     | Water  | L15         | L15         | L15         |
| Water Gun  | Water  | L22         | L24         | L24         |
| Bite       | Normal | L28         | L31         | L31         |
| Withdraw   | Water  | L35         | L39         | L42         |
| Skull Bash | Normal | L42         | L47         | L52         |
| Hydro Pump | Water  |             |             |             |

### Technical Machines

| NUMBER | SQUIRTLE | WARTORTLE | BLASTOISE |
|--------|----------|-----------|-----------|
|        | RBY      | RBY       | RBY       |
| TM01   | X        | X         | X         |
| TM05   | X        | X         | X         |
| TM06   | X        | X         | X         |
| TM08   | X        | X         | X         |
| TM09   | X        | X         | X         |
| TM10   | X        | X         | X         |
| TM11   | X        | X         | X         |
| TM12   | X        | X         | X         |
| TM13   | X        | X         | X         |
| TM14   | X        | X         | X         |
| TM15   | —        | —         | X         |
| TM17   | X        | X         | X         |
| TM18   | X        | X         | X         |
| TM19   | X        | X         | X         |
| TM20   | X        | X         | X         |
| TM26   | —        | —         | X         |
| TM27   | —        | —         | X         |
| TM28   | X        | X         | X         |
| TM31   | X        | X         | X         |
| TM32   | X        | X         | X         |
| TM33   | X        | X         | X         |
| TM34   | X        | X         | X         |
| TM40   | X        | X         | X         |
| TM44   | X        | X         | X         |
| TM50   | X        | X         | X         |
| HM03   | X        | X         | X         |
| HM04   | X        | X         | X         |







### 10: Caterpie

Evolution: Metapod (LV 7)

Type: Bug

Location: Viridian Forest; routes 2, 24, and 25 (RB); Viridian Forest (Y)



### 11: Metapod

Evolution: Butterfree (LV 10)

Type: Bug

Location: Viridian Forest; routes 2, 24, and 25 (RB); Viridian Forest (Y)



### 12: Butterfree

Evolution: Final Form

Type: Bug/Flying

Location: N/A

| SKILL         | TYPE    | CATERPIE<br>RBY<br>STND | METAPOD<br>RB<br>Y | BUTTERFREE<br>RB<br>Y |
|---------------|---------|-------------------------|--------------------|-----------------------|
| Tackle        | Normal  | —                       | —                  | —                     |
| String Shot   | Bug     | —                       | —                  | —                     |
| Harden        | Normal  | —                       | L7                 | L7                    |
| Confusion     | Psychic | —                       | —                  | —                     |
| Poison Powder | Poison  | —                       | —                  | L12                   |
| Stun Spore    | Grass   | —                       | —                  | L15                   |
| Sleep Powder  | Grass   | —                       | —                  | L16                   |
| Supersonic    | Normal  | —                       | —                  | L17                   |
| Whirlwind     | Normal  | —                       | —                  | L21                   |
| Gust          | Normal  | —                       | —                  | L26                   |
| Psybeam       | Psychic | —                       | —                  | L32                   |

\*A captured Metapod (and, by extension, a Butterfree) can't learn Tackle or String Shot.

| NUMBER | CATERPIE<br>RBY | METAPOD<br>RBY | BUTTERFREE<br>RB | Y |
|--------|-----------------|----------------|------------------|---|
| TM02   | —               | —              | X                | X |
| TM04   | —               | —              | X                | X |
| TM06   | —               | —              | X                | X |
| TM09   | —               | —              | X                | X |
| TM10   | —               | —              | X                | X |
| TM15   | —               | —              | X                | X |
| TM20   | —               | —              | X                | X |
| TM21   | —               | —              | X                | X |
| TM22   | —               | —              | X                | X |
| TM29   | —               | —              | X                | X |
| TM30   | —               | —              | X                | X |
| TM31   | —               | —              | X                | X |
| TM32   | —               | —              | X                | X |
| TM33   | —               | —              | X                | X |
| TM34   | —               | —              | X                | X |
| TM39   | —               | —              | X                | X |
| TM44   | —               | —              | X                | X |
| TM46   | —               | —              | X                | X |
| TM50   | —               | —              | X                | X |
| HM04   | —               | —              | —                | X |



### 13: Weedle

Evolution: Kakuna (LV 7)

Type: Bug/Poison

Location: Viridian Forest; routes 2, 24, and 25 (RB)

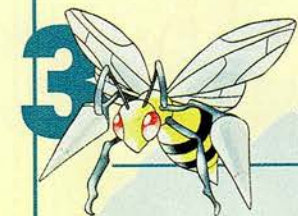


### 14: Kakuna

Evolution: Beedrill (LV 10)

Type: Bug/Poison

Location: Viridian Forest; routes 2, 24, and 25 (RB)



### 15: Beedrill

Evolution: Final Form

Type: Bug/Poison

Location: N/A

### Learned Skills

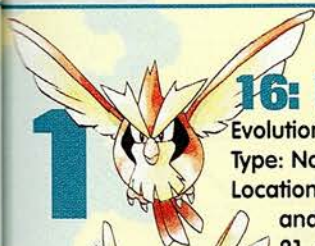
| SKILL        | TYPE    | WEEDLE<br>RB<br>STND | KAKUNA<br>RB<br>STND | BEEDRILL<br>RB<br>STND |
|--------------|---------|----------------------|----------------------|------------------------|
| Poison Sting | Poison  | —                    | —                    | —                      |
| String Shot  | Bug     | —                    | —                    | —                      |
| Harden       | Normal  | —                    | —                    | —                      |
| Fury Attack  | Normal  | —                    | —                    | L12                    |
| Focus Energy | Normal  | —                    | —                    | L16                    |
| Twineedle    | Bug     | —                    | —                    | L20                    |
| Rage         | Normal  | —                    | —                    | L25                    |
| Pin Missile  | Bug     | —                    | —                    | L30                    |
| Agility      | Psychic | —                    | —                    | L35                    |

\* A captured Kakuna (and, by extension, Beedrill) can't learn Poison Sting or String Shot. Also, a Kakuna raised from a Weedle won't learn Harden.

### Technical Machines

| NUMBER | WEEDLE<br>RB | KAKUNA<br>RB | BEEDRILL<br>RB |
|--------|--------------|--------------|----------------|
| TM03   | —            | —            | X              |
| TM06   | —            | —            | X              |
| TM09   | —            | —            | X              |
| TM10   | —            | —            | X              |
| TM15   | —            | —            | X              |
| TM20   | —            | —            | X              |
| TM21   | —            | —            | X              |
| TM31   | —            | —            | X              |
| TM32   | —            | —            | X              |
| TM33   | —            | —            | X              |
| TM34   | —            | —            | X              |
| TM39   | —            | —            | X              |
| TM40   | —            | —            | X              |
| TM44   | —            | —            | X              |
| TM50   | —            | —            | X              |
| HM01   | —            | —            | X              |





## 16: Pidgey

Evolution: Pidgeotto (LV 18)

Type: Normal/Flying

Location: Routes 1, 2, 3, 5, 6, 7, 8, 12, 14, 15, 24, and 25 (RB); routes 1, 2, 5, 6, 7, 8, 11, 12, 13, 21, 24, 25, and Viridian Forest (Y)

### Learned Skills

| SKILL        | TYPE    | PIDGEY<br>RBY<br>STND | PIDGEOTTO<br>RBY<br>STND | PIDGEOT<br>RBY<br>STND |
|--------------|---------|-----------------------|--------------------------|------------------------|
| Gust         | Flying  | STND                  | L5                       | L5                     |
| Sand Attack  | Normal  | L5                    | L12                      | L12                    |
| Quick Attack | Normal  | L12                   | L21                      | L21                    |
| Whirlwind    | Normal  | L19                   | L28                      | L31                    |
| Wing Attack  | Flying  | L28                   | L36                      | L44                    |
| Agility      | Psychic | L36                   | L40                      | L44                    |
| Mirror Move  | Flying  | L44                   | L49                      | L54                    |

### Technical Machines

| NUMBER | PIDGEY<br>RBY | PIDGEOTTO<br>RBY | PIDGEOT<br>RBY |
|--------|---------------|------------------|----------------|
| TM02   | X             | X                | X              |
| TM03   | X             | X                | X              |
| TM06   | X             | X                | X              |
| TM09   | X             | X                | X              |
| TM10   | X             | X                | X              |
| TM15   | —             | —                | X              |
| TM20   | X             | X                | X              |
| TM31   | X             | X                | X              |
| TM32   | X             | X                | X              |
| TM33   | X             | X                | X              |
| TM34   | X             | X                | X              |
| TM39   | X             | X                | X              |
| TM43   | X             | X                | X              |
| TM44   | X             | X                | X              |
| TM50   | X             | X                | X              |
| HM02   | X             | X                | X              |



## 17: Pidgeotto

Evolution: Pidgeot (LV 36)

Type: Normal/Flying

Location: Routes 14, 15, and 21 (RB); routes 5, 6, 7, 8, 11, 12, 13, 14, 15, 21, 24, 25, and Viridian Forest (Y)

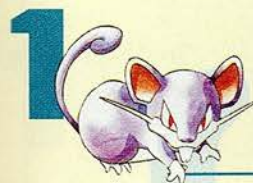


## 18: Pidgeot

Evolution: Final Form

Type: Normal/Flying

Location: N/A



## 19: Rattata

Evolution: Raticate (LV 20)

Type: Normal

Location: Routes 1, 2, 4, 9, 10, 16, 17, 18, 21, and 22 (RB); routes 1 through 11, 16, 18, 21, 22, and Pokémon Mansion (Y)

### Learned Skills

| SKILL        | TYPE   | RATTATA<br>RBY | RATICATE<br>RBY |
|--------------|--------|----------------|-----------------|
| Tackle       | Normal | —              | —               |
| Tail Whip    | Normal | —              | —               |
| Quick Attack | Normal | L7             | L7              |
| Hyper Fang   | Normal | L14            | L14             |
| Focus Energy | Normal | L23            | L27             |
| Super Fang   | Normal | L34            | L41             |

### Technical Machines

| NUMBER | RATTATA<br>RBY | RATICATE<br>RBY |
|--------|----------------|-----------------|
| TM06   | X              | X               |
| TM08   | X              | X               |
| TM09   | X              | X               |
| TM10   | X              | X               |
| TM11   | X              | X               |
| TM12   | X              | X               |
| TM13   | —              | X               |
| TM14   | X              | X               |
| TM15   | —              | X               |
| TM20   | X              | X               |
| TM24   | X              | X               |
| TM25   | X              | X               |
| TM28   | X              | X               |
| TM31   | X              | X               |
| TM32   | X              | X               |
| TM34   | X              | X               |
| TM39   | X              | X               |
| TM40   | X              | X               |
| TM44   | X              | X               |
| TM50   | X              | X               |



## 20: Raticate

Evolution: Final Form

Type: Normal

Location: Routes 16, 17, 18, and 21 (RB); routes 9, 10, 11, 16, 18, 21, and Pokémon Mansion (Y)







### 21: Spearow

Evolution: Fearow (LV 20)

Type: Normal/Flying

Location: Routes 3, 4, 9, 10, 11, 16, 17, 18, 22, and 23



### 22: Fearow

Evolution: Final Stage

Type: Normal/Flying

Location: Routes 17, 18, and 23

#### Learned Skills

| SKILL       | TYPE    | SPEAROW<br>RBY | FEAROW<br>RBY |
|-------------|---------|----------------|---------------|
| Peck        | Flying  | STND           | STND          |
| Growl       | Normal  | STND           | STND          |
| Leer        | Normal  | L9             | L9            |
| Fury Attack | Normal  | L15            | L15           |
| Mirror Move | Flying  | L22            | L25           |
| Drill Peck  | Flying  | L29            | L34           |
| Agility     | Psychic | L36            | L43           |

#### Technical Machines

| NUMBER | SPEAROW<br>RBY | FEAROW<br>RBY |
|--------|----------------|---------------|
| TM02   | X              | X             |
| TM04   | X              | X             |
| TM06   | X              | X             |
| TM09   | X              | X             |
| TM10   | X              | X             |
| TM15   | —              | X             |
| TM20   | X              | X             |
| TM31   | X              | X             |
| TM32   | X              | X             |
| TM34   | X              | X             |
| TM39   | X              | X             |
| TM43   | X              | X             |
| TM44   | X              | X             |
| TM50   | X              | X             |
| HM02   | X              | X             |



### 23: Ekans

Evolution: Arbok (LV 22)

Type: Poison

Location: Routes 4, 8, 9, 10, 11, and 23 (R)



### 24: Arbok

Evolution: Final Stage

Type: Poison

Location: Route 23 and Unknown Dungeon (R)

#### Learned Skills

| SKILL        | TYPE   | EKANS<br>R | ARBOK<br>R |
|--------------|--------|------------|------------|
| Wrap         | Normal | STND       | STND       |
| Leer         | Normal | STND       | STND       |
| Poison Sting | Poison | L10        | L10        |
| Bite         | Normal | L17        | L17        |
| Glare        | Normal | L24        | L27        |
| Screech      | Normal | L31        | L36        |
| Acid         | Poison | L38        | L47        |

#### Technical Machines

| NUMBER | EKANS<br>R | ARBOK<br>R |
|--------|------------|------------|
| TM06   | X          | X          |
| TM08   | X          | X          |
| TM09   | X          | X          |
| TM10   | X          | X          |
| TM15   | —          | X          |
| TM20   | X          | X          |
| TM21   | X          | X          |
| TM26   | X          | X          |
| TM27   | X          | X          |
| TM28   | X          | X          |
| TM31   | X          | X          |
| TM32   | X          | X          |
| TM34   | X          | X          |
| TM40   | X          | X          |
| TM44   | X          | X          |
| TM48   | X          | X          |
| TM50   | X          | X          |
| HM04   | X          | X          |





## 25: Pikachu

Evolution: Raichu (Thunder Stone)\*

Type: Electric

Location: Viridian Forest and Power Plant (RB); Professor Oak's Lab (Y)

\* Pikachu can't evolve into Raichu in the Yellow version of Pokémon.



## 26: Raichu

Evolution: Final Form

Type: Electric

Location: Power Plant and Unknown Dungeon (RB)

### Learned Skills

| SKILL        | TYPE     | PIKACHU |      | RAICHU |      |
|--------------|----------|---------|------|--------|------|
|              |          | RB      | Y    | RB     | Y    |
| Thundershock | Electric | STND    | STND | STND   | STND |
| Growl        | Normal   | STND    | STND | STND   | STND |
| Tail Whip    | Normal   | —       | L9   | —      | —    |
| Thunder Wave | Electric | L9      | L8   | *      | —    |
| Quick Attack | Normal   | L16     | L11  | —      | —    |
| Double Team  | Normal   | —       | L15  | —      | —    |
| Slam         | Normal   | —       | L20  | —      | —    |
| Swift        | Normal   | L26     | —    | —      | —    |
| Thunder Bolt | Electric | —       | L26  | —      | —    |
| Agility      | Psychic  | L33     | L33  | —      | —    |
| Thunder      | Electric | —       | L50  | —      | —    |

\* A captured Raichu has Thunder Wave as a Standard attack. A Raichu evolved from a Pikachu, however, won't learn this skill.

### Technical Machines

| NUMBER | PIKACHU | RAICHU |
|--------|---------|--------|
|        | RB      | RB     |
| TM01   | X       | X      |
| TM05   | X       | X      |
| TM06   | X       | X      |
| TM08   | X       | X      |
| TM09   | X       | X      |
| TM10   | X       | X      |
| TM15   | —       | X      |
| TM16   | X       | X      |
| TM17   | X       | X      |
| TM19   | X       | X      |
| TM20   | X       | X      |
| TM24   | X       | X      |
| TM25   | X       | X      |
| TM31   | X       | X      |
| TM32   | X       | X      |
| TM33   | X       | X      |
| TM34   | X       | X      |
| TM39   | X       | X      |
| TM40   | X       | X      |
| TM44   | X       | X      |
| TM45   | X       | X      |
| TM50   | X       | X      |
| HM05   | X       | X      |



## 27: Sandshrew

Evolution: Sandslash (LV 22)

Type: Ground

Location: Routes 4, 8, 9, 10, 11, and 23 (B); routes 3 and 4 and Mt. Moon (Y)



## 28: Sandslash

Evolution: Final Form

Type: Ground

Location: Route 23 and Unknown Dungeon (B); Unknown Dungeon (Y)

### Learned Skills

| SKILL        | TYPE   | SANDSHREW |      | SANDSLASH |      |
|--------------|--------|-----------|------|-----------|------|
|              |        | BY        | STND | BY        | STND |
| Scratch      | Normal | STND      | STND | STND      | STND |
| Sand Attack  | Normal | L10       | —    | L10       | —    |
| Slash        | Normal | L17       | —    | L17       | —    |
| Poison Sting | Poison | L24       | —    | L27       | —    |
| Swift        | Normal | L31       | —    | L36       | —    |
| Fury Swipes  | Normal | L38       | —    | L47       | —    |

### Technical Machines

| NUMBER | SANDSHREW | SANDSLASH |
|--------|-----------|-----------|
|        | BY        | BY        |
| TM03   | X         | X         |
| TM06   | X         | X         |
| TM08   | X         | X         |
| TM09   | X         | X         |
| TM10   | X         | X         |
| TM15   | —         | X         |
| TM17   | X         | X         |
| TM19   | X         | X         |
| TM20   | X         | X         |
| TM26   | X         | X         |
| TM27   | X         | X         |
| TM28   | X         | X         |
| TM31   | X         | X         |
| TM32   | X         | X         |
| TM34   | X         | X         |
| TM39   | X         | X         |
| TM40   | X         | X         |
| TM44   | X         | X         |
| TM48   | X         | X         |
| TM50   | X         | X         |
| HM01   | X         | X         |
| HM04   | X         | X         |





### 29: Nidoran♀

Evolution: Nidorina (LV 16)

Type: Poison

Location: Route 22 and the Safari Zone (B); routes 2, 9, 10, 22, and Safari Zone (Y)



### 30: Nidorina

Evolution: Nidoqueen (Moon Stone)

Type: Poison

Location: Safari Zone and Coin Exchange in Celadon City (RB); routes 9, 23, and Safari Zone (Y)



### 31: Nidoqueen

Evolution: Final Form

Type: Poison/Ground

Location: N/A



### 32: Nidoran♂

Evolution: Nidorino (LV 16)

Type: Poison

Location: Route 22 and the Safari Zone (RB); routes 2, 9, 10, 22, and Safari Zone (Y)



### 33: Nidorino

Evolution: Nidoking (Moon Stone)

Type: Poison

Location: Safari Zone and Coin Exchange in Celadon City (RB); routes 9, 23, and Safari Zone (Y)



### 34: Nidoking

Evolution: Final Form

Type: Poison/Ground

Location: N/A

#### Learned Skills

| SKILL        | TYPE     | NIDORAN♀ |      | NIDORINA |      | NIDOQUEEN |     |
|--------------|----------|----------|------|----------|------|-----------|-----|
|              |          | RB       | Y    | RB       | Y    | RB        | Y   |
| Growl        | Normal   | STND     | STND | STND     | STND | STND      | —   |
| Tackle       | Normal   | STND     | STND | STND     | STND | STND      | —   |
| Scratch      | Normal   | L8       | L8   | L8       | L8   | L8        | L8  |
| Poison Sting | Poison   | L14      | L17  | L14      | L19  | L14       | —   |
| Tail Whip    | Normal   | L21      | L23  | L23      | L27  | —         | —   |
| Body Slam    | Normal   | —        | —    | —        | —    | L23       | L23 |
| Bite         | Normal   | L29      | L30  | L32      | L36  | —         | —   |
| Fury Swipes  | Normal   | L36      | L38  | L41      | L46  | —         | —   |
| Double Kick  | Fighting | L43      | L12  | L50      | L12  | —         | L12 |

#### Technical Machines

| NUMBER | NIDORAN♀ | NIDORINA | NIDOQUEEN |
|--------|----------|----------|-----------|
|        | RB       | Y        | RB        |
| TM01   | —        | —        | X         |
| TM05   | —        | —        | X         |
| TM06   | X        | —        | X         |
| TM07   | —        | X        | X         |
| TM08   | X        | X        | X         |
| TM09   | X        | X        | X         |
| TM10   | X        | X        | X         |
| TM11   | —        | X        | X         |
| TM12   | —        | X        | X         |
| TM13   | —        | X        | X         |
| TM14   | X        | X        | X         |
| TM15   | —        | —        | X         |
| TM16   | —        | —        | X         |
| TM17   | —        | —        | X         |
| TM18   | —        | —        | X         |
| TM19   | —        | —        | X         |
| TM20   | X        | X        | X         |
| TM24   | X        | X        | X         |
| TM25   | X        | X        | X         |
| TM26   | —        | —        | X         |
| TM27   | —        | —        | X         |
| TM31   | X        | X        | X         |
| TM32   | X        | X        | X         |
| TM33   | X        | X        | X         |
| TM34   | X        | X        | X         |
| TM38   | —        | —        | X         |
| TM40   | X        | X        | X         |
| TM44   | X        | X        | X         |
| TM48   | —        | —        | X         |
| TM50   | X        | X        | X         |
| HM03   | —        | —        | X         |
| HM04   | —        | —        | X         |

#### Learned Skills

| SKILL        | TYPE     | NIDORAN♂ |      | NIDORINO |      | NIDOKING |      |
|--------------|----------|----------|------|----------|------|----------|------|
|              |          | RB       | Y    | RB       | Y    | RB       | Y    |
| Leer         | Normal   | STND     | STND | STND     | STND | STND     | STND |
| Tackle       | Normal   | STND     | STND | STND     | STND | STND     | STND |
| Horn Attack  | Normal   | L8       | L8   | L8       | L8   | L8       | L8   |
| Poison Sting | Poison   | L14      | L17  | L14      | L19  | L14      | —    |
| Focus Energy | Normal   | L21      | L23  | L23      | L27  | —        | —    |
| Thrash       | Normal   | —        | —    | —        | —    | L23      | L23  |
| Fury Attack  | Normal   | L29      | L30  | L32      | L36  | —        | —    |
| Horn Drill   | Normal   | L36      | L38  | L41      | L46  | —        | —    |
| Double Kick  | Fighting | L43      | L12  | L50      | L12  | —        | L12  |

#### Technical Machines

| NUMBER | NIDORAN♂ | NIDORINO | NIDOKING |
|--------|----------|----------|----------|
|        | RB       | Y        | RB       |
| TM01   | —        | —        | X        |
| TM05   | —        | —        | X        |
| TM06   | X        | —        | X        |
| TM07   | X        | X        | X        |
| TM08   | X        | X        | X        |
| TM09   | X        | X        | X        |
| TM10   | X        | X        | X        |
| TM11   | —        | X        | X        |
| TM12   | —        | X        | X        |
| TM13   | —        | X        | X        |
| TM14   | X        | X        | X        |
| TM15   | —        | —        | X        |
| TM16   | —        | —        | X        |
| TM17   | —        | —        | X        |
| TM18   | —        | —        | X        |
| TM19   | —        | —        | X        |
| TM20   | X        | X        | X        |
| TM24   | X        | X        | X        |
| TM25   | X        | X        | X        |
| TM26   | —        | —        | X        |
| TM27   | —        | —        | X        |
| TM31   | X        | X        | X        |
| TM32   | X        | X        | X        |
| TM33   | X        | X        | X        |
| TM34   | X        | X        | X        |
| TM38   | —        | —        | X        |
| TM40   | X        | X        | X        |
| TM44   | X        | X        | X        |
| TM48   | —        | —        | X        |
| TM50   | X        | X        | X        |
| HM03   | —        | —        | X        |
| HM04   | —        | —        | X        |





## 35: Clefairy

Evolution: Clefable (Moon Stone)

Type: Normal

Location: Mt. Moon, Coin Exchange in Celadon City (RB); Mt. Moon (Y)



## 36: Clefable

Evolution: Final Form

Type: Normal

Location: N/A

### Learned Skills

| SKILL        | TYPE    | CLEFAIRY<br>RBY | CLEFAIRY<br>STND | CLEFAIRY<br>STND |
|--------------|---------|-----------------|------------------|------------------|
| Pound        | Normal  | STND            | STND             | STND             |
| Growl        | Normal  | STND            | STND             | STND             |
| Sing         | Normal  | L13             | L18              | L24              |
| Double Slap  | Normal  | L18             | L24              | L31              |
| Minimize     | Normal  | L24             | L31              | L39              |
| Metronome    | Normal  | L31             | L39              | L48              |
| Defense Curl | Normal  | L39             | L48              | ---              |
| Light Screen | Psychic | L48             | ---              | ---              |

\* The Clefairy obtained from the Coin Exchange (RB) knows these skills as its standard skills.

### Technical Machines

| NUMBER | CLEFAIRY<br>RBY | CLEFAIRY<br>STND |
|--------|-----------------|------------------|
| TM01   | X               | X                |
| TM05   | X               | X                |
| TM06   | X               | X                |
| TM08   | X               | X                |
| TM09   | X               | X                |
| TM10   | X               | X                |
| TM11   | X               | X                |
| TM12   | X               | X                |
| TM13   | X               | X                |
| TM14   | X               | X                |
| TM15   | ---             | X                |
| TM17   | X               | X                |
| TM18   | X               | X                |
| TM19   | X               | X                |
| TM20   | X               | X                |
| TM22   | X               | X                |
| TM24   | X               | X                |
| TM25   | X               | X                |
| TM29   | X               | X                |
| TM30   | X               | X                |
| TM31   | X               | X                |
| TM32   | X               | X                |
| TM33   | X               | X                |
| TM34   | X               | X                |
| TM35   | X               | X                |
| TM38   | X               | X                |
| TM40   | X               | X                |
| TM44   | X               | X                |
| TM45   | X               | X                |
| TM46   | X               | X                |
| TM49   | X               | X                |
| TM50   | X               | X                |
| HM04   | X               | X                |
| HM05   | X               | X                |



## 37: Vulpix

Evolution: Ninetales (Fire Stone)

Type: Fire

Location: Routes 7 and 8, and the Pokémon House (B); Coin Exchange (Y)



## 38: Ninetales

Evolution: Final Form

Type: Fire

Location: N/A

### Learned Skills

| SKILL        | TYPE   | VULPIX<br>BY | VULPIX<br>STND | NINETALES<br>BY | NINETALES<br>STND |
|--------------|--------|--------------|----------------|-----------------|-------------------|
| Ember        | Fire   | STND         | STND           | ---             | ---               |
| Tail Whip    | Normal | STND         | STND           | ---             | ---               |
| Quick Attack | Normal | L16          | L21            | ---             | ---               |
| Roar         | Normal | L21          | L28            | ---             | ---               |
| Confuse Ray  | Ghost  | L28          | L35            | ---             | ---               |
| Flamethrower | Fire   | L35          | L42            | ---             | ---               |
| Fire Spin    | Fire   | L42          | ---            | ---             | ---               |

### Technical Machines

| NUMBER | VULPIX<br>BY | VULPIX<br>STND |
|--------|--------------|----------------|
| TM06   | X            | X              |
| TM08   | X            | X              |
| TM09   | X            | X              |
| TM10   | X            | X              |
| TM15   | ---          | X              |
| TM20   | X            | X              |
| TM28   | X            | X              |
| TM31   | X            | X              |
| TM32   | X            | X              |
| TM33   | X            | X              |
| TM34   | X            | X              |
| TM38   | X            | X              |
| TM39   | X            | X              |
| TM40   | X            | X              |
| TM44   | X            | X              |
| TM50   | X            | X              |





1



### 39: Jigglypuff

Evolution: Wigglytuff (Moon Stone)

Type: Normal

Location: Route 3 (RB); routes 5, 6, 7, and 8 (Y)

2



### 40: Wigglytuff

Evolution: Final Form

Type: Normal

Location: Unknown Dungeon (RB); Coin Exchange (Y)

### Learned Skills

| SKILL        | TYPE    | JIGGLYPUFF<br>RBY<br>STND | WIGGLYTUFF<br>RBY<br>STND |
|--------------|---------|---------------------------|---------------------------|
| Sing         | Normal  | L9                        | —                         |
| Pound        | Normal  | L14                       | •                         |
| Disable      | Normal  | L19                       | •                         |
| Defense Curl | Normal  | L24                       | •                         |
| Double Slap  | Normal  | L29                       | —                         |
| Rest         | Psychic | L34                       | —                         |
| Body Slam    | Normal  | L39                       | —                         |
| Double Edge  | Normal  |                           |                           |

\* The Wigglytuff purchased in the Exchange Center (Y) already knows these skills.

### Technical Machines

| NUMBER | JIGGLYPUFF<br>RBY | WIGGLYTUFF<br>RBY |
|--------|-------------------|-------------------|
| TM01   | X                 | X                 |
| TM05   | X                 | X                 |
| TM06   | X                 | X                 |
| TM08   | X                 | X                 |
| TM09   | X                 | X                 |
| TM10   | X                 | X                 |
| TM11   | X                 | X                 |
| TM12   | X                 | X                 |
| TM13   | X                 | X                 |
| TM14   | X                 | X                 |
| TM15   | —                 | X                 |
| TM17   | X                 | X                 |
| TM18   | X                 | X                 |
| TM19   | X                 | X                 |
| TM20   | X                 | X                 |
| TM22   | X                 | X                 |
| TM24   | X                 | X                 |
| TM25   | X                 | X                 |
| TM29   | X                 | X                 |
| TM30   | X                 | X                 |
| TM31   | X                 | X                 |
| TM32   | X                 | X                 |
| TM33   | X                 | X                 |
| TM34   | X                 | X                 |
| TM38   | X                 | X                 |
| TM40   | X                 | X                 |
| TM44   | X                 | X                 |
| TM45   | X                 | X                 |
| TM46   | X                 | X                 |
| TM49   | X                 | X                 |
| TM50   | X                 | X                 |
| HM04   | X                 | X                 |
| HM05   | X                 | X                 |

1



### 41: Zubat

Evolution: Golbat (LV 22)

Type: Poison/Flying

Location: Mt. Moon, Rock Tunnel, Seafoam Islands, and Victory Road (RBY)

2



### 42: Golbat

Evolution: Final Form

Type: Poison/Flying

Location: Seafoam Islands, Victory Road, and Unknown Dungeon (RBY)

### Learned Skills

| SKILL       | TYPE   | ZUBAT<br>RBY<br>STND | GOLBAT<br>RBY<br>STND |
|-------------|--------|----------------------|-----------------------|
| Leech Life  | Bug    | —                    | —                     |
| Screech     | Normal | L10                  | L10                   |
| Supersonic  | Normal | L15                  | L15                   |
| Bite        | Normal | L21                  | L21                   |
| Confuse Ray | Ghost  | L28                  | L32                   |
| Wing Attack | Flying | L36                  | L43                   |
| Haze        | Ice    |                      |                       |

\* A Captured Golbat will know this skill, but one raised from a Zubat will not.

### Technical Machines

| NUMBER | ZUBAT<br>RBY | GOLBAT<br>RBY |
|--------|--------------|---------------|
| TM02   | X            | X             |
| TM04   | X            | X             |
| TM06   | X            | X             |
| TM09   | X            | X             |
| TM10   | X            | X             |
| TM15   | —            | X             |
| TM20   | X            | X             |
| TM21   | X            | X             |
| TM31   | X            | X             |
| TM32   | X            | X             |
| TM34   | X            | X             |
| TM39   | X            | X             |
| TM44   | X            | X             |
| TM50   | X            | X             |





## 43: Oddish

Evolution: Gloom (LV 21)

Type: Grass/Poison

Location: Routes 5, 6, 7, 12, 13, 14, 15, 24, and 25 (R); routes 12, 13, 14, 15, 24, and 25 (Y)



## 44: Gloom

Evolution: Vileplume (Leaf Stone)

Type: Grass/Poison

Location: Routes 12, 13, 14, and 15 (RY); Unknown Dungeon (Y)



## 45: Vileplume

Evolution: Final Form

Type: Grass/Poison

Location: N/A

### Learned Skills

| SKILL         | TYPE   | ODDISH<br>RY | GLOOM<br>RY | VILEPLUME<br>RY |
|---------------|--------|--------------|-------------|-----------------|
| Absorb        | Grass  | STND         | STND        | STND            |
| Poison Powder | Poison | L15          | L15         | L15             |
| Stun Spore    | Grass  | L17          | L17         | L17             |
| Sleep Powder  | Grass  | L19          | L19         | L19             |
| Acid          | Poison | L24          | L28         | —               |
| Petal Dance   | Grass  | L33          | L38         | —               |
| Solar Beam    | Grass  | L46          | L52         | —               |

### Technical Machines

| NUMBER | ODDISH<br>RY | GLOOM<br>RY | VILEPLUME<br>RY |
|--------|--------------|-------------|-----------------|
| TM03   | X            | X           | X               |
| TM06   | X            | X           | X               |
| TM08   | —            | —           | X               |
| TM09   | X            | X           | X               |
| TM10   | X            | X           | X               |
| TM15   | —            | —           | X               |
| TM20   | X            | X           | X               |
| TM21   | X            | X           | X               |
| TM22   | X            | X           | X               |
| TM31   | X            | X           | X               |
| TM32   | X            | X           | X               |
| TM33   | X            | X           | X               |
| TM34   | X            | X           | X               |
| TM44   | X            | X           | X               |
| TM50   | X            | X           | X               |
| HM01   | X            | X           | X               |



## 46: Paras

Evolution: Parasect (LV 24)

Type: Bug/Grass

Location: Mt. Moon and the Safari Zone (RBY)



## 47: Parasect

Evolution: Final Form

Type: Bug/Grass

Location: Safari Zone and Unknown Dungeon (RBY); Trade Event (Y)

### Learned Skills

| SKILL      | TYPE   | PARAS<br>RBY | PARASECT<br>RBY |
|------------|--------|--------------|-----------------|
| Scratch    | Normal | STND         | STND            |
| Stun Spore | Grass  | L13          | L13             |
| Leech Life | Bug    | L20          | L20             |
| Spore      | Grass  | L27          | L30             |
| Slash      | Normal | L34          | L39             |
| Growth     | Normal | L41          | L48             |

### Technical Machines

| NUMBER | PARAS<br>RBY | PARASECT<br>RBY |
|--------|--------------|-----------------|
| TM03   | X            | X               |
| TM06   | X            | X               |
| TM08   | X            | X               |
| TM09   | X            | X               |
| TM10   | X            | X               |
| TM15   | —            | X               |
| TM20   | X            | X               |
| TM21   | X            | X               |
| TM22   | X            | X               |
| TM28   | X            | X               |
| TM31   | X            | X               |
| TM32   | X            | X               |
| TM33   | X            | X               |
| TM34   | X            | X               |
| TM40   | X            | X               |
| TM44   | X            | X               |
| TM50   | X            | X               |
| HM01   | X            | X               |







### 48: Venonat

Evolution: Venomoth (LV 31)

Type: Bug/Poison

Location: Routes 12, 13, 14, 15, and the Safari Zone (RB); routes 14, 15, 24, and 25 (Y)



### 49: Venomoth

Evolution: Final Form

Type: Bug/Poison

Location: Safari Zone, Victory Road, and Unknown Dungeon (RB); routes 14 and 15 and Unknown Dungeon (Y)

### Learned Skills

| SKILL         | TYPE    | VENONAT |      | VENOMOTH |      |
|---------------|---------|---------|------|----------|------|
|               |         | RB      | Y    | RB       | Y    |
| Tackle        | Normal  | STND    | STND | STND     | STND |
| Disable       | Normal  | STND    | STND | STND     | STND |
| Supersonic    | Normal  | —       | L11  | —        | STND |
| Confusion     | Psychic | —       | L19  | —        | STND |
| Poison Powder | Poison  | L24     | L22  | L24      | L22  |
| Leech Life    | Bug     | L27     | L27  | L27      | L27  |
| Stun Spore    | Grass   | L30     | L30  | L30      | L30  |
| Psybeam       | Psychic | L35     | L35  | L38      | L38  |
| Sleep Powder  | Grass   | L38     | L38  | L43      | L43  |
| Psychic       | Psychic | L43     | L43  | L50      | L50  |

### Technical Machines

| NUMBER | VENONAT |   | VENOMOTH |   |
|--------|---------|---|----------|---|
|        | RB      | Y | RB       | Y |
| TM02   | —       | — | X        | X |
| TM05   | —       | — | X        | X |
| TM06   | X       | X | X        | X |
| TM09   | X       | X | X        | X |
| TM10   | X       | X | X        | X |
| TM15   | —       | — | X        | X |
| TM20   | X       | X | X        | X |
| TM21   | X       | X | X        | X |
| TM22   | X       | X | X        | X |
| TM29   | X       | X | X        | X |
| TM30   | —       | — | X        | X |
| TM31   | X       | X | X        | X |
| TM32   | X       | X | X        | X |
| TM33   | X       | X | X        | X |
| TM34   | X       | X | X        | X |
| TM39   | —       | — | X        | X |
| TM44   | X       | X | X        | X |
| TM46   | X       | X | X        | X |
| TM50   | X       | X | X        | X |
| HM05   | —       | X | —        | X |



### 50: Diglett

Evolution: Dugtrio (LV 26)

Type: Ground

Location: Diglett's Cave (RBY)



### 51: Dugtrio

Evolution: Final Form

Type: Ground

Location: Diglett's Cave (RBY); Trade Event (Y)

### Learned Skills

| SKILL       | TYPE   | DIGLETT |      | DUGTRIO |      |
|-------------|--------|---------|------|---------|------|
|             |        | RB      | Y    | RB      | Y    |
| Scratch     | Normal | STND    | STND | STND    | STND |
| Growl       | Normal | L15     | L15  | L15     | L15  |
| Dig         | Ground | L19     | L19  | L19     | L19  |
| Sand Attack | Normal | L24     | L24  | L24     | L24  |
| Slash       | Normal | L31     | L35  | L35     | L35  |
| Earthquake  | Ground | L40     | L47  | L47     | L47  |

### Technical Machines

| NUMBER | DIGLETT |   | DUGTRIO |   |
|--------|---------|---|---------|---|
|        | RB      | Y | RB      | Y |
| TM06   | X       | X | X       | X |
| TM08   | X       | X | X       | X |
| TM09   | X       | X | X       | X |
| TM10   | X       | X | X       | X |
| TM15   | —       | — | X       | X |
| TM20   | X       | X | X       | X |
| TM26   | X       | X | X       | X |
| TM27   | X       | X | X       | X |
| TM28   | X       | X | X       | X |
| TM31   | X       | X | X       | X |
| TM32   | X       | X | X       | X |
| TM34   | X       | X | X       | X |
| TM44   | X       | X | X       | X |
| TM48   | X       | X | X       | X |
| TM50   | X       | X | X       | X |
| HM01   | —       | X | —       | X |





## 52: Meowth

Evolution: Persian (LV 28)

Type: Normal

Location: Routes 5, 6, 7, and 8 (B)



## 53: Persian

Evolution: Final Form

Type: Normal

Location: N/A

### Learned Skills

| SKILL       | TYPE   | MEOWTH    | PERSIAN   |
|-------------|--------|-----------|-----------|
| Scratch     | Normal | B<br>STND | B<br>STND |
| Growl       | Normal | STND      | STND      |
| Bite        | Normal | L12       | L12       |
| Pay Day     | Normal | L17       | L17       |
| Screech     | Normal | L24       | L24       |
| Fury Swipes | Normal | L33       | L37       |
| Slash       | Normal | L44       | L51       |

### Technical Machines

| NUMBER | MEOWTH | PERSIAN |
|--------|--------|---------|
| TM06   | B<br>X | B<br>X  |
| TM08   | X      | X       |
| TM09   | X      | X       |
| TM10   | X      | X       |
| TM11   | X      | X       |
| TM12   | X      | X       |
| TM15   | —      | X       |
| TM16   | X      | X       |
| TM20   | X      | X       |
| TM24   | X      | X       |
| TM25   | X      | X       |
| TM31   | X      | X       |
| TM32   | X      | X       |
| TM34   | X      | X       |
| TM39   | X      | X       |
| TM40   | X      | X       |
| TM44   | X      | X       |
| TM50   | X      | X       |



## 54: Psyduck

Evolution: Golduck (LV 33)

Type: Water

Location: Routes 4, 24, and 25; Celadon City, Fuchsia City, and Seafoam Islands (RB); Route 6 (Y)



## 55: Golduck

Evolution: Final Form

Type: Water

Location: Routes 4, 24, and 25; Celadon City, Fuchsia City, and Seafoam Islands (RB); Route 6 (Y)

### Learned Skills

| SKILL       | TYPE    | PSYDUCK     | GOLDUCK     |
|-------------|---------|-------------|-------------|
| Scratch     | Normal  | RBY<br>STND | RBY<br>STND |
| Tail Whip   | Normal  | L28         | L28         |
| Disable     | Normal  | L31         | L31         |
| Confusion   | Psychic | L36         | L39         |
| Fury Swipes | Normal  | L43         | L48         |
| Hydro Pump  | Water   | L52         | L59         |

### Technical Machines

| NUMBER | PSYDUCK  | GOLDUCK  |
|--------|----------|----------|
| TM01   | RBY<br>X | RBY<br>X |
| TM05   | X        | X        |
| TM06   | X        | X        |
| TM08   | X        | X        |
| TM09   | X        | X        |
| TM10   | X        | X        |
| TM11   | X        | X        |
| TM12   | X        | X        |
| TM13   | X        | X        |
| TM14   | X        | X        |
| TM15   | —        | X        |
| TM16   | X        | X        |
| TM17   | X        | X        |
| TM18   | X        | X        |
| TM19   | X        | X        |
| TM20   | X        | X        |
| TM28   | X        | X        |
| TM31   | X        | X        |
| TM32   | X        | X        |
| TM34   | X        | X        |
| TM39   | X        | X        |
| TM40   | X        | X        |
| TM44   | X        | X        |
| TM50   | X        | X        |
| HM03   | X        | X        |
| HM04   | X        | X        |





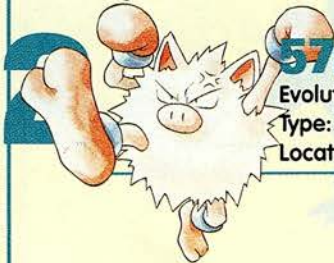


### 56: Mankey

Evolution: Primeape (LV 28)

Type: Fighting

Location: Routes 5, 6, 7, and 8 (R); routes 3, 4, 22, and 23 (Y)



### 57: Primeape

Evolution: Final Form

Type: Fighting

Location: Route 23 (Y)

#### Learned Skills

| SKILL        | TYPE     | MANKEY |      | PRIMEAPE |      |
|--------------|----------|--------|------|----------|------|
|              |          | R      | Y    | R        | Y    |
| Scratch      | Normal   | STND   | STND | STND     | STND |
| Leer         | Normal   | STND   | STND | STND     | STND |
| Low Kick     | Fighting | —      | L9   | —        | L9   |
| Karate Chop  | Normal   | L15    | L15  | L15      | L15  |
| Fury Swipes  | Normal   | L21    | L21  | L21      | L21  |
| Focus Energy | Normal   | L27    | L27  | L27      | L27  |
| Rage         | Normal   | —      | —    | —        | L28  |
| Seismic Toss | Fighting | L33    | L33  | L37      | L37  |
| Screech      | Normal   | —      | L45  | —        | L45  |
| Thrash       | Normal   | L39    | L39  | L46      | L46  |

#### Technical Machines

| NUMBER | MANKEY | PRIMEAPE |
|--------|--------|----------|
|        | RY     | RY       |
| TM01   | X      | X        |
| TM05   | X      | X        |
| TM06   | X      | X        |
| TM08   | X      | X        |
| TM09   | X      | X        |
| TM10   | X      | X        |
| TM15   | —      | X        |
| TM16   | X      | X        |
| TM17   | X      | X        |
| TM18   | X      | X        |
| TM19   | X      | X        |
| TM20   | X      | X        |
| TM24   | X      | X        |
| TM25   | X      | X        |
| TM28   | X      | X        |
| TM31   | X      | X        |
| TM32   | X      | X        |
| TM34   | X      | X        |
| TM35   | X      | X        |
| TM39   | X      | X        |
| TM40   | X      | X        |
| TM44   | X      | X        |
| TM48   | X      | X        |
| TM50   | X      | X        |
| HM04   | X      | X        |



### 58: Growlithe

Evolution: Arcanine (Fire Stone)

Type: Fire

Location: Routes 7 and 8 and the Pokémon Mansion (R); Pokémon Mansion (Y)



### 59: Arcanine

Evolution: Final Form

Type: Fire

Location: N/A

#### Learned Skills

| SKILL        | TYPE    | GROWLITHE |      | ARCANINE |      |
|--------------|---------|-----------|------|----------|------|
|              |         | R         | Y    | R        | Y    |
| Bite         | Normal  | STND      | STND | STND     | STND |
| Roar         | Normal  | STND      | STND | STND     | STND |
| Ember        | Fire    | L18       | —    | —        | —    |
| Leer         | Normal  | L23       | —    | —        | —    |
| Take Down    | Normal  | L30       | —    | —        | —    |
| Agility      | Psychic | L39       | —    | —        | —    |
| Flamethrower | Fire    | L50       | —    | —        | —    |

#### Technical Machines

| NUMBER | GROWLITHE | ARCANINE |
|--------|-----------|----------|
|        | RY        | RY       |
| TM06   | X         | X        |
| TM08   | X         | X        |
| TM09   | X         | X        |
| TM10   | X         | X        |
| TM15   | —         | X        |
| TM20   | X         | X        |
| TM23   | X         | X        |
| TM28   | X         | X        |
| TM30   | —         | X        |
| TM31   | X         | X        |
| TM32   | X         | X        |
| TM33   | X         | X        |
| TM34   | X         | X        |
| TM38   | X         | X        |
| TM39   | X         | X        |
| TM40   | X         | X        |
| TM44   | X         | X        |
| TM50   | X         | X        |





## 60: Poliwag

Evolution: Poliwhirl (LV 25)

Type: Water

Location: Viridian City and Route 22 (RB);  
Viridian City and routes 22 and 23 (Y)



## 61: Poliwhirl

Evolution: Poliwrath (Water Stone)

Type: Water

Location: Celadon City and Route 10  
(RB); routes 22 and 23 (Y)



## 62: Poliwrath

Evolution: Final Form

Type: Water/Fighting

Location: N/A

### Learned Skills

| SKILL       | TYPE    | POLIWAG<br>RBY<br>STND | POLYWHIRL<br>RBY<br>STND | POLIWRATH<br>RBY<br>STND |
|-------------|---------|------------------------|--------------------------|--------------------------|
| Bubble      | Water   | STND                   | STND                     | STND                     |
| Hypnosis    | Psychic | L16                    | L16                      | L16                      |
| Water Gun   | Water   | L19                    | L19                      | L19                      |
| Double Slap | Normal  | L25                    | L26                      | —                        |
| Body Slam   | Normal  | L31                    | L33                      | —                        |
| Amnesia     | Psychic | L38                    | L41                      | —                        |
| Hydro Pump  | Water   | L45                    | L49                      | —                        |

### Technical Machines

| NUMBER | POLIWAG<br>RBY<br>STND | POLIWHIRL<br>RBY<br>STND | POLIWRATH<br>RBY<br>STND |
|--------|------------------------|--------------------------|--------------------------|
| TM01   | —                      | X                        | X                        |
| TM05   | —                      | X                        | X                        |
| TM06   | —                      | X                        | X                        |
| TM08   | X                      | X                        | X                        |
| TM09   | X                      | X                        | X                        |
| TM10   | X                      | X                        | X                        |
| TM11   | X                      | X                        | X                        |
| TM12   | X                      | X                        | X                        |
| TM13   | X                      | X                        | X                        |
| TM14   | X                      | X                        | X                        |
| TM15   | —                      | —                        | X                        |
| TM17   | —                      | X                        | X                        |
| TM18   | —                      | X                        | X                        |
| TM19   | —                      | X                        | X                        |
| TM20   | X                      | X                        | X                        |
| TM26   | —                      | X                        | X                        |
| TM27   | —                      | X                        | X                        |
| TM29   | X                      | X                        | X                        |
| TM31   | X                      | X                        | X                        |
| TM32   | X                      | X                        | X                        |
| TM34   | X                      | X                        | X                        |
| TM35   | —                      | X                        | X                        |
| TM40   | X                      | X                        | X                        |
| TM44   | X                      | X                        | X                        |
| TM46   | X                      | X                        | X                        |
| TM50   | X                      | X                        | X                        |
| HM03   | X                      | X                        | X                        |
| HM04   | —                      | X                        | X                        |



## 63: Abra

Evolution: Kadabra (LV 16)

Type: Psychic

Location: Routes 24 and 25 (R); Coin  
Exchange (B); routes 5, 6, 7, 8, and  
Coin Exchange (Y)



## 64: Kadabra

Evolution: Alakazam (Trade)

Type: Psychic

Location: Unknown Dungeon (RB);  
Route 8 (Y)



## 65: Alakazam

Evolution: Final Form

Type: Psychic

Location: N/A

### Learned Skills

| SKILL     | TYPE    | ABRA<br>RBY<br>STND | KADABRA<br>RBY<br>STND | ALAKAZAM<br>RBY<br>STND |
|-----------|---------|---------------------|------------------------|-------------------------|
| Teleport  | Psychic | —                   | —                      | —                       |
| Kinesis   | Psychic | —                   | —                      | —                       |
| Confusion | Psychic | —                   | L16                    | L16                     |
| Disable   | Normal  | —                   | L20                    | L20                     |
| Psybeam   | Psychic | —                   | L27                    | L27                     |
| Recover   | Normal  | —                   | L31                    | L31                     |
| Psychic   | Psychic | —                   | L38                    | L38                     |
| Reflect   | Psychic | —                   | L42                    | L42                     |

\* A captured Kadabra knows this skill, but one evolved from an Abra won't learn it (Y).

### Technical Machines

| NUMBER | ABRA<br>RBY | KADABRA<br>RBY | ALAKAZAM<br>RBY |
|--------|-------------|----------------|-----------------|
| TM01   | X           | X              | X               |
| TM05   | X           | X              | X               |
| TM06   | X           | X              | X               |
| TM08   | X           | X              | X               |
| TM09   | X           | X              | X               |
| TM10   | X           | X              | X               |
| TM15   | —           | —              | X               |
| TM17   | X           | X              | X               |
| TM18   | X           | X              | X               |
| TM19   | X           | X              | X               |
| TM20   | X           | X              | X               |
| TM28   | —           | X              | X               |
| TM29   | X           | X              | X               |
| TM30   | X           | X              | X               |
| TM31   | X           | X              | X               |
| TM32   | X           | X              | X               |
| TM33   | X           | X              | X               |
| TM34   | X           | X              | X               |
| TM35   | X           | X              | X               |
| TM40   | X           | X              | X               |
| TM44   | X           | X              | X               |
| TM45   | X           | X              | X               |
| TM46   | X           | X              | X               |
| TM49   | X           | X              | X               |
| TM50   | X           | X              | X               |
| HM05   | X           | X              | X               |







### 66: Machop

Evolution: Machoke (LV 28)

Type: Fighting

Location: Rock Tunnel and Victory Road (RB); Route 10 and Rock Tunnel (Y)

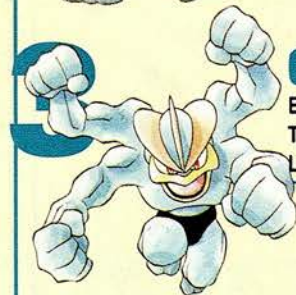


### 67: Machoke

Evolution: Machamp (Trade)

Type: Fighting

Location: Rock Tunnel and Victory Road (RB); Victory Road and Trade Event (Y)



### 68: Machamp

Evolution: Final Form

Type: Fighting

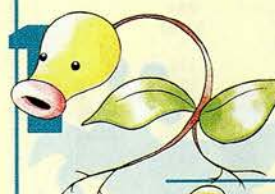
Location: N/A

#### Learned Skills

| SKILL        | TYPE     | MACHOP<br>RBY | MACHOKÉ<br>RBY | MACHAMP<br>RBY |
|--------------|----------|---------------|----------------|----------------|
| Karate Chop  | Normal   | STND          | STND           | STND           |
| Low Kick     | Fighting | L20           | L20            | L20            |
| Leer         | Normal   | L25           | L25            | L25            |
| Focus Energy | Normal   | L32           | L36            | L36            |
| Seismic Toss | Fighting | L39           | L44            | L44            |
| Submission   | Fighting | L46           | L52            | L52            |

#### Technical Machines

| NUMBER | MACHOP<br>RBY | MACHOKÉ<br>RBY | MACHAMP<br>RBY |
|--------|---------------|----------------|----------------|
| TM01   | X             | X              | X              |
| TM05   | X             | X              | X              |
| TM06   | X             | X              | X              |
| TM08   | X             | X              | X              |
| TM09   | X             | X              | X              |
| TM10   | X             | X              | X              |
| TM15   | —             | —              | X              |
| TM17   | X             | X              | X              |
| TM18   | X             | X              | X              |
| TM19   | X             | X              | X              |
| TM20   | X             | X              | X              |
| TM26   | X             | X              | X              |
| TM27   | X             | X              | X              |
| TM28   | X             | X              | X              |
| TM31   | X             | X              | X              |
| TM32   | X             | X              | X              |
| TM34   | X             | X              | X              |
| TM35   | X             | X              | X              |
| TM38   | X             | X              | X              |
| TM40   | X             | X              | X              |
| TM44   | X             | X              | X              |
| TM48   | X             | X              | X              |
| TM50   | X             | X              | X              |
| HM04   | X             | X              | X              |



### 69: Bellsprout

Evolution: Weepinbell (LV 21)

Type: Grass/Poison

Location: Routes 5, 6, 7, 12, 13, 14, 15, 24, and 25 (B); routes 12, 13, 14, 15, 24, and 25 (Y)



### 70: Weepinbell

Evolution: Victreebel (Leaf Stone)

Type: Grass/Poison

Location: Routes 12, 13, 14, and 15 (B); routes 12, 13, 14, 15, and Unknown Dungeon (Y)



### 71: Victreebel

Evolution: Final Form

Type: Grass/Poison

Location: N/A

#### Learned Skills

| SKILL         | TYPE   | BELLSPROUT<br>BY | WEEPINBELL<br>BY | VICTREEBEL<br>BY |
|---------------|--------|------------------|------------------|------------------|
| Vine Whip     | Grass  | STND             | STND             | STND             |
| Growth        | Normal | STND             | STND             | STND             |
| Wrap          | Normal | L13              | L13              | L13              |
| Poison Powder | Poison | L15              | L15              | L15              |
| Sleep Powder  | Grass  | L18              | L18              | L18              |
| Stun Spore    | Grass  | L21              | L23              | —                |
| Acid          | Poison | L26              | L29              | —                |
| Razor Leaf    | Grass  | L33              | L38              | —                |
| Slam          | Normal | L42              | L49              | —                |

#### Technical Machines

| NUMBER | BELLSPROUT<br>BY | WEEPINBELL<br>BY | VICTREEBEL<br>BY |
|--------|------------------|------------------|------------------|
| TM03   | X                | X                | X                |
| TM06   | X                | X                | X                |
| TM08   | —                | —                | X                |
| TM09   | X                | X                | X                |
| TM10   | X                | X                | X                |
| TM15   | —                | —                | X                |
| TM20   | X                | X                | X                |
| TM21   | X                | X                | X                |
| TM22   | X                | X                | X                |
| TM31   | X                | X                | X                |
| TM32   | X                | X                | X                |
| TM33   | X                | X                | X                |
| TM34   | X                | X                | X                |
| TM44   | X                | X                | X                |
| TM50   | X                | X                | X                |
| HM01   | X                | X                | X                |





## 72: Tentacool

Evolution: Tentacruel (LV 30)

Type: Water/Poison

Location: Routes 19, 20, 21; Pallet Town; Viridian City; routes 12, 13, 17, 18 (RB); routes 11, 13, 17, 18, 19, 20, 21, Seafoam Islands, Pallet Town, Vermilion City, and Cinnabar Island (Y)

### Learned Skills

| SKILL        | TYPE    | TENTACOO<br>RBY | TENTACRUE<br>RBY |
|--------------|---------|-----------------|------------------|
| Acid         | Poison  | STND            | STND             |
| Supersonic   | Normal  | L7              | L7               |
| Wrap         | Normal  | L13             | L13              |
| Poison Sting | Poison  | L18             | L18              |
| Water Gun    | Water   | L22             | L22              |
| Constrict    | Normal  | L27             | L27              |
| Barrier      | Psychic | L33             | L35              |
| Screech      | Normal  | L40             | L43              |
| Hydro Pump   | Water   | L48             | L50              |



## 73: Tentacruel

Evolution: Final Form

Type: Water/Poison

Location: Routes 19, 20, 21 (Y)

### Technical Machines

| NUMBER | TENTACOO<br>RBY | TENTACRUE<br>RBY |
|--------|-----------------|------------------|
| TM03   | X               | X                |
| TM06   | X               | X                |
| TM09   | X               | X                |
| TM10   | X               | X                |
| TM11   | X               | X                |
| TM12   | X               | X                |
| TM13   | X               | X                |
| TM14   | X               | X                |
| TM15   | —               | X                |
| TM20   | X               | X                |
| TM21   | X               | X                |
| TM31   | X               | X                |
| TM32   | X               | X                |
| TM33   | X               | X                |
| TM34   | X               | X                |
| TM40   | X               | X                |
| TM44   | X               | X                |
| TM50   | X               | X                |
| HM01   | X               | X                |
| HM03   | X               | X                |



## 74: Geodude

Evolution: Graveler (LV 25)

Type: Rock/Ground

Location: Mt. Moon, Rock Tunnel, Victory Road (RBY)

### Learned Skills

| SKILL         | TYPE   | GEODUDE<br>RBY | GRAVELER<br>RBY | GOLEM<br>RBY |
|---------------|--------|----------------|-----------------|--------------|
| Tackle        | Normal | STND           | STND            | STND         |
| Defense Curl  | Normal | L11            | L11             | L11          |
| Rock Throw    | Rock   | L16            | L16             | L16          |
| Self Destruct | Normal | L21            | L21             | L21          |
| Harden        | Normal | L26            | L29             | L29          |
| Earthquake    | Ground | L31            | L36             | L36          |
| Explosion     | Normal | L36            | L43             | L43          |



## 75: Graveler

Evolution: Golem (Trade)

Type: Rock/Ground

Location: Victory Road (RB); Victory Road and Unknown Dungeon (Y)

### Technical Machines

| NUMBER | GEODUDE<br>RBY | GRAVELER<br>RBY | GOLEM<br>RBY |
|--------|----------------|-----------------|--------------|
| TM01   | X              | X               | X            |
| TM05   | —              | —               | X            |
| TM06   | X              | X               | X            |
| TM08   | X              | X               | X            |
| TM09   | X              | X               | X            |
| TM10   | X              | X               | X            |
| TM15   | —              | —               | X            |
| TM17   | X              | X               | X            |
| TM18   | X              | X               | X            |
| TM19   | X              | X               | X            |
| TM20   | X              | X               | X            |
| TM26   | X              | X               | X            |
| TM27   | X              | X               | X            |
| TM28   | X              | X               | X            |
| TM31   | X              | X               | X            |
| TM32   | X              | X               | X            |
| TM34   | X              | X               | X            |
| TM35   | X              | X               | X            |
| TM36   | X              | X               | X            |
| TM38   | X              | X               | X            |
| TM44   | X              | X               | X            |
| TM47   | X              | X               | X            |
| TM48   | X              | X               | X            |
| TM50   | X              | X               | X            |
| HM04   | X              | X               | X            |



## 76: Golem

Evolution: Final Form

Type: Rock/Ground

Location: N/A







### 77: Ponyta

Evolution: Rapidash (LV 40)

Type: Fire

Location: Pokémon House (RB); Route 17 (Y)



### 78: Rapidash

Evolution: Final Form

Type: Fire

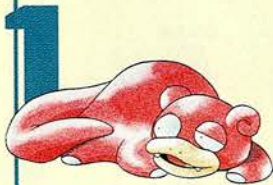
Location: N/A

#### Learned Skills

| SKILL     | TYPE    | PONYTA<br>RBY<br>STND | RAPIDASH<br>RBY<br>STND |
|-----------|---------|-----------------------|-------------------------|
| Ember     | Fire    | L30                   | L30                     |
| Tail Whip | Normal  | L32                   | L32                     |
| Stomp     | Normal  | L35                   | L35                     |
| Growl     | Normal  | L39                   | L39                     |
| Fire Spin | Fire    | L43                   | L47                     |
| Take Down | Normal  | L48                   | L55                     |
| Agility   | Psychic |                       |                         |

#### Technical Machines

| NUMBER | PONYTA<br>RBY | RAPIDASH<br>RBY |
|--------|---------------|-----------------|
| TM06   | X             | X               |
| TM07   | X             | X               |
| TM08   | X             | X               |
| TM09   | X             | X               |
| TM10   | X             | X               |
| TM15   | —             | X               |
| TM20   | X             | X               |
| TM31   | X             | X               |
| TM32   | X             | X               |
| TM33   | X             | X               |
| TM34   | X             | X               |
| TM38   | X             | X               |
| TM39   | X             | X               |
| TM40   | X             | X               |
| TM44   | X             | X               |
| TM50   | X             | X               |



### 79: Slowpoke

Evolution: Slowbro (LV 37)

Type: Water/Psychic

Location: Celadon City, Safari Zone, Seafoam Islands, and Route 10 (RB); routes 12, 13, and Seafoam Islands (Y)



### 80: Slowbro

Evolution: Final Form

Type: Water/Psychic

Location: Seafoam Islands, Route 23, and Unknown Dungeon (RB); routes 12 and 13 and Seafoam Islands (Y)

#### Learned Skills

| SKILL     | TYPE    | SLOWPOKE<br>RBY<br>STND | SLOWBRO<br>RBY<br>STND |
|-----------|---------|-------------------------|------------------------|
| Confusion | Psychic | L18                     | L18                    |
| Disable   | Normal  | L22                     | L22                    |
| Head Butt | Normal  | L27                     | L27                    |
| Growl     | Normal  | L33                     | L33                    |
| Water Gun | Water   | —                       | L37                    |
| Withdraw  | Water   | L40                     | L44                    |
| Amnesia   | Psychic | L48                     | L55                    |
| Psychic   | Psychic |                         |                        |

#### Technical Machines

| NUMBER | SLOWPOKE<br>RBY | SLOWBRO<br>RBY |
|--------|-----------------|----------------|
| TM01   | X               | X              |
| TM05   | X               | X              |
| TM06   | X               | X              |
| TM08   | X               | X              |
| TM09   | X               | X              |
| TM10   | X               | X              |
| TM11   | X               | X              |
| TM12   | X               | X              |
| TM13   | X               | X              |
| TM14   | X               | X              |
| TM15   | —               | X              |
| TM16   | X               | X              |
| TM17   | —               | X              |
| TM18   | —               | X              |
| TM19   | —               | X              |
| TM20   | X               | X              |
| TM26   | X               | X              |
| TM27   | X               | X              |
| TM28   | X               | X              |
| TM29   | X               | X              |
| TM30   | X               | X              |
| TM31   | X               | X              |
| TM32   | X               | X              |
| TM33   | X               | X              |
| TM34   | X               | X              |
| TM38   | X               | X              |
| TM39   | X               | X              |
| TM40   | X               | X              |
| TM44   | X               | X              |
| TM45   | X               | X              |
| TM46   | X               | X              |
| TM49   | X               | X              |
| TM50   | X               | X              |
| HM03   | X               | X              |
| HM04   | X               | X              |
| HM05   | X               | X              |



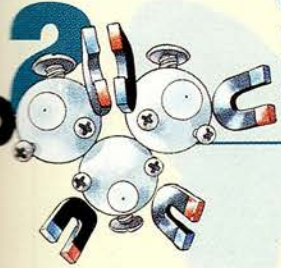


## 81: Magnemite

Evolution: Magnetron (LV 30)

Type: Electric

Location: Power Plant (RBY); Route 10 (Y)



## 82: Magnetron

Evolution: Final Form

Type: Electric

Location: Power Plant, Unknown  
Dungeon (RB); Power Plant (Y)

### Learned Skills

| SKILL        | TYPE     | MAGNETITE<br>RBY<br>STND | MAGNETON<br>RBY<br>STND |
|--------------|----------|--------------------------|-------------------------|
| Tackle       | Normal   | L21                      | L21                     |
| Sonic Boom   | Normal   | L25                      | L25                     |
| Thundershock | Electric | L29                      | L29                     |
| Supersonic   | Normal   | L35                      | L38                     |
| Thunder Wave | Electric | L41                      | L46                     |
| Swift        | Normal   | L47                      | L54                     |
| Scream       | Normal   |                          |                         |

### Technical Machines

| NUMBER | MAGNETITE<br>RBY | MAGNETON<br>RBY |
|--------|------------------|-----------------|
| TM06   | X                | X               |
| TM09   | X                | X               |
| TM10   | X                | X               |
| TM15   | —                | X               |
| TM20   | X                | X               |
| TM24   | X                | X               |
| TM25   | X                | X               |
| TM30   | X                | X               |
| TM31   | X                | X               |
| TM32   | X                | X               |
| TM33   | X                | X               |
| TM34   | X                | X               |
| TM39   | X                | X               |
| TM44   | X                | X               |
| TM45   | X                | X               |
| TM50   | X                | X               |
| HM05   | X                | X               |



## 83: Farfetch'd

Evolution: Final Form

Type: Normal/Flying

Location: Trade in Vermilion City (RB); routes  
12, 13 (Y)

### Learned Skills

| SKILL        | TYPE    | FARFETCH'D<br>RBY |
|--------------|---------|-------------------|
| Peck         | Flying  | —                 |
| Sand Attack  | Normal  | L7                |
| Leer         | Normal  | L15               |
| Fury Attack  | Normal  | L23               |
| Swords Dance | Normal  | L31               |
| Agility      | Psychic | L39               |
| Slash        | Normal  |                   |

| NUMBER | FARFETCH'D<br>RBY |
|--------|-------------------|
| TM02   | X                 |
| TM03   | X                 |
| TM04   | X                 |
| TM06   | X                 |
| TM08   | X                 |
| TM09   | X                 |
| TM10   | X                 |
| TM20   | X                 |
| TM31   | X                 |
| TM32   | X                 |
| TM33   | X                 |
| TM34   | X                 |
| TM39   | X                 |
| TM40   | X                 |
| TM44   | X                 |
| TM50   | X                 |
| HM01   | X                 |
| HM02   | X                 |





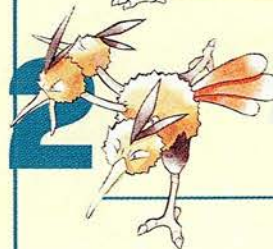


### 84: Doduo

Evolution: Dodrio (LV 31)

Type: Normal/Flying

Location: Routes 16, 17, 18, and the Safari Zone (RB); routes 16, 17, and 18 (Y)



### 85: Dodrio

Evolution: Final Form

Type: Normal/Flying

Location: Unknown Dungeon (RB); Route 17 (Y)

#### Learned Skills

| SKILL       | TYPE    | DODUO | DODRIO |
|-------------|---------|-------|--------|
|             |         | RBY   | RBY    |
| Peck        | Flying  | STND  | STND   |
| Growl       | Normal  | L20   | L20    |
| Fury Attack | Normal  | L24   | L24    |
| Drill Peck  | Flying  | L30   | L30    |
| Rage        | Normal  | L36   | L39    |
| Tri Attack  | Normal  | L40   | L45    |
| Agility     | Psychic | L44   | L51    |

#### Technical Machines

| NUMBER | DODUO | DODRIO |
|--------|-------|--------|
|        | RBY   | RBY    |
| TM04   | X     | X      |
| TM06   | X     | X      |
| TM08   | X     | X      |
| TM09   | X     | X      |
| TM10   | X     | X      |
| TM15   | —     | X      |
| TM20   | X     | X      |
| TM31   | X     | X      |
| TM32   | X     | X      |
| TM33   | X     | X      |
| TM34   | X     | X      |
| TM40   | X     | X      |
| TM43   | X     | X      |
| TM44   | X     | X      |
| TM49   | X     | X      |
| TM50   | X     | X      |
| HM02   | X     | X      |



### 86: Seel

Evolution: Dewgong (LV 34)

Type: Water

Location: Seafoam Islands (RBY)



### 87: Dewgong

Evolution: Final Form

Type: Water/Ice

Location: Seafoam Islands (RBY); Trade Event on Cinnabar Island (Y)

#### Learned Skills

| SKILL       | TYPE    | SEEL | DEWGONG |
|-------------|---------|------|---------|
|             |         | RBY  | RBY     |
| Head Butt   | Normal  | STND | STND    |
| Growl       | Normal  | L30  | L30     |
| Aurora Beam | Ice     | L35  | L35     |
| Rest        | Psychic | L40  | L44     |
| Take Down   | Normal  | L45  | L50     |
| Ice Beam    | Ice     | L50  | L56     |

#### Technical Machines

| NUMBER | SEEL | DEWGONG |
|--------|------|---------|
|        | RBY  | RBY     |
| TM06   | X    | X       |
| TM07   | X    | X       |
| TM08   | X    | X       |
| TM09   | X    | X       |
| TM10   | X    | X       |
| TM11   | X    | X       |
| TM12   | X    | X       |
| TM13   | X    | X       |
| TM14   | X    | X       |
| TM15   | —    | X       |
| TM16   | X    | X       |
| TM20   | X    | X       |
| TM31   | X    | X       |
| TM32   | X    | X       |
| TM34   | X    | X       |
| TM40   | X    | X       |
| TM44   | X    | X       |
| TM50   | X    | X       |
| HM03   | X    | X       |
| HM04   | X    | X       |



# 1



## 88: Grimer

Evolution: Muk (LV 38)

Type: Poison

Location: Pokémon Mansion (RBY); Power Plant (Y)

# 2



## 89: Muk

Evolution: Final Form

Type: Poison

Location: Pokémon Mansion (RBY); Power Plant and Trade Event on Cinnabar Island (Y)

### Learned Skills

| SKILL      | TYPE   | GRIMER      | MUK         |
|------------|--------|-------------|-------------|
| Pound      | Normal | RBY<br>STND | RBY<br>STND |
| Disable    | Normal | STND        | STND        |
| Poison Gas | Poison | L30         | L30         |
| Minimize   | Normal | L33         | L33         |
| Sludge     | Poison | L37         | L37         |
| Harden     | Normal | L42         | L45         |
| Screech    | Normal | L48         | L53         |
| Acid Armor | Poison | L55         | L60         |

### Technical Machines

| NUMBER | GRIMER | MUK |
|--------|--------|-----|
|        | RBY    | RBY |
| TM06   | X      | X   |
| TM08   | X      | X   |
| TM15   | —      | X   |
| TM20   | X      | X   |
| TM21   | X      | X   |
| TM24   | X      | X   |
| TM25   | X      | X   |
| TM31   | X      | X   |
| TM32   | X      | X   |
| TM34   | X      | X   |
| TM36   | X      | X   |
| TM38   | X      | X   |
| TM44   | X      | X   |
| TM47   | X      | X   |
| TM50   | X      | X   |

# 1



## 90: Shellder

Evolution: Cloyster (Water Stone)

Type: Water

Location: Routes 6, 11, Vermilion City, Cerulean City, and Seafoam Island (RB); routes 17, 18, and Vermilion City (Y)

# 2



## 91: Cloyster

Evolution: Final Form

Type: Water/Ice

Location: N/A

### Learned Skills

| SKILL        | TYPE   | SHELLDER | CLOYSTER |
|--------------|--------|----------|----------|
|              |        | RBY      | RBY      |
| Tackle       | Normal | STND     | STND     |
| Withdraw     | Water  | STND     | STND     |
| Supersonic   | Normal | L18      | —        |
| Clamp        | Water  | L23      | —        |
| Aurora Beam  | Ice    | L30      | —        |
| Leer         | Normal | L39      | —        |
| Ice Beam     | Ice    | L50      | —        |
| Spike Cannon | Normal | —        | L50      |

### Technical Machines

| NUMBER | SHELLDER | CLOYSTER |
|--------|----------|----------|
|        | RBY      | RBY      |
| TM06   | X        | X        |
| TM09   | X        | X        |
| TM10   | X        | X        |
| TM11   | X        | X        |
| TM12   | X        | X        |
| TM13   | X        | X        |
| TM14   | X        | X        |
| TM15   | —        | X        |
| TM20   | X        | X        |
| TM30   | X        | X        |
| TM31   | X        | X        |
| TM32   | X        | X        |
| TM33   | X        | X        |
| TM34   | X        | X        |
| TM36   | X        | X        |
| TM39   | X        | X        |
| TM44   | X        | X        |
| TM47   | X        | X        |
| TM49   | X        | X        |
| TM50   | X        | X        |
| HM03   | X        | X        |





1



### 92: Ghastly

Evolution: Haunter (LV 25)

Type: Ghost/Poison

Location: Pokémon Tower (RBY)

2



### 93: Haunter

Evolution: Gengar (Trade)

Type: Ghost/Poison

Location: Pokémon Tower (RBY)

3



### 94: Gengar

Evolution: Final Form

Type: Ghost/Poison

Location: N/A

### Learned Skills

| SKILL       | TYPE    | GASTLY<br>RBY<br>STND | HAUNTER<br>RBY<br>STND | GENGAR<br>RBY<br>STND |
|-------------|---------|-----------------------|------------------------|-----------------------|
| Lick        | Ghost   | STND                  | STND                   | STND                  |
| Confuse Ray | Ghost   | STND                  | STND                   | STND                  |
| Nightshade  | Ghost   | STND                  | STND                   | STND                  |
| Hypnosis    | Psychic | L27                   | L29                    | L29                   |
| Dream Eater | Psychic | L35                   | L38                    | L38                   |

### Technical Machines

| NUMBER | GASTLY<br>RBY | HAUNTER<br>RBY | GENGAR<br>RBY |
|--------|---------------|----------------|---------------|
| TM01   | —             | —              | X             |
| TM05   | —             | —              | X             |
| TM06   | X             | X              | X             |
| TM08   | —             | —              | X             |
| TM09   | —             | —              | X             |
| TM10   | —             | —              | X             |
| TM15   | —             | —              | X             |
| TM17   | —             | —              | X             |
| TM18   | —             | —              | X             |
| TM19   | —             | —              | X             |
| TM20   | X             | X              | X             |
| TM21   | X             | X              | X             |
| TM24   | X             | X              | X             |
| TM25   | X             | X              | X             |
| TM29   | X             | X              | X             |
| TM31   | X             | X              | X             |
| TM32   | X             | X              | X             |
| TM34   | X             | X              | X             |
| TM35   | —             | —              | X             |
| TM36   | X             | X              | X             |
| TM40   | —             | —              | X             |
| TM42   | X             | X              | X             |
| TM44   | X             | X              | X             |
| TM46   | X             | X              | X             |
| TM47   | X             | X              | X             |
| TM50   | X             | X              | X             |
| HM04   | —             | —              | X             |

1



### 95: Onix

Evolution: Final Form

Type: Rock/Ground

Location: Rock Tunnel, Victory Road (RBY)

### Learned Skills

| SKILL      | TYPE   | ONIX<br>RBY<br>STND |
|------------|--------|---------------------|
| Tackle     | Normal | STND                |
| Screech    | Normal | STND                |
| Bind       | Normal | L15                 |
| Rock Throw | Rock   | L19                 |
| Rage       | Normal | L25                 |
| Slam       | Normal | L33                 |
| Harden     | Normal | L43                 |

### Technical Machines

| NUMBER | ONIX<br>RBY |
|--------|-------------|
| TM06   | X           |
| TM08   | X           |
| TM09   | X           |
| TM10   | X           |
| TM20   | X           |
| TM26   | X           |
| TM27   | X           |
| TM28   | X           |
| TM31   | X           |
| TM32   | X           |
| TM34   | X           |
| TM36   | X           |
| TM40   | X           |
| TM44   | X           |
| TM47   | X           |
| TM48   | X           |
| TM50   | X           |
| HM04   | X           |





## 96: Drowzee

Evolution: Hypno (LV 26)

Type: Psychic

Location: Route 11 (RBY)

## 97: Hypno

Evolution: Final Form

Type: Psychic

Location: Unknown Dungeon (RB)

### Learned Skills

| SKILL      | TYPE    | DROWZEE<br>RBY<br>STND | HYPNO<br>RBY<br>STND |
|------------|---------|------------------------|----------------------|
| Pound      | Normal  | STND                   | STND                 |
| Hypnosis   | Psychic | STND                   | STND                 |
| Disable    | Normal  | L12                    | L12                  |
| Confusion  | Psychic | L17                    | L17                  |
| Head Butt  | Normal  | L24                    | L24                  |
| Poison Gas | Poison  | L29                    | L33                  |
| Psychic    | Psychic | L32                    | L37                  |
| Meditate   | Psychic | L37                    | L43                  |

### Technical Machines

| NUMBER | DROWZEE<br>RBY | HYPNO<br>RBY |
|--------|----------------|--------------|
| TM01   | X              | X            |
| TM05   | X              | X            |
| TM06   | X              | X            |
| TM08   | X              | X            |
| TM09   | X              | X            |
| TM10   | X              | X            |
| TM15   | —              | X            |
| TM17   | X              | X            |
| TM18   | X              | X            |
| TM19   | X              | X            |
| TM20   | X              | X            |
| TM29   | X              | X            |
| TM30   | X              | X            |
| TM31   | X              | X            |
| TM32   | X              | X            |
| TM33   | X              | X            |
| TM34   | X              | X            |
| TM35   | X              | X            |
| TM40   | X              | X            |
| TM42   | X              | X            |
| TM44   | X              | X            |
| TM45   | X              | X            |
| TM46   | X              | X            |
| TM49   | X              | X            |
| TM50   | X              | X            |
| HM05   | X              | X            |

## 98: Krabby

Evolution: Kingler (LV 28)

Type: Water

Location: Routes 4, 6, 11, 12, 13, 17, 18, 24, and 25, Fuchsia City, Cerulean City, Vermilion City, and the Safari Zone (RB); Seafoam Islands (B); routes 1, 2, 3, 4 10, 25, and Seafoam Islands (Y)

## 99: Kingler

Evolution: Final Form

Type: Water

Location: Route 23 and Unknown Dungeon (RB); Seafoam Islands (B); routes 10, 25, and Seafoam Island (Y)

### Learned Skills

| SKILL       | TYPE   | KRABBY<br>RBY<br>STND | KINGLER<br>RBY<br>STND |
|-------------|--------|-----------------------|------------------------|
| Bubble      | Water  | STND                  | STND                   |
| Leer        | Normal | STND                  | STND                   |
| Vice Grip   | Normal | L20                   | L20                    |
| Guillotine  | Normal | L25                   | L25                    |
| Stomp       | Normal | L30                   | L34                    |
| Crab Hammer | Water  | L35                   | L42                    |
| Harden      | Normal | L40                   | L49                    |

### Technical Machines

| NUMBER | KRABBY<br>RBY | KINGLER<br>RBY |
|--------|---------------|----------------|
| TM03   | X             | X              |
| TM06   | X             | X              |
| TM08   | X             | X              |
| TM09   | X             | X              |
| TM10   | X             | X              |
| TM11   | X             | X              |
| TM12   | X             | X              |
| TM13   | X             | X              |
| TM14   | X             | X              |
| TM15   | —             | X              |
| TM20   | X             | X              |
| TM31   | X             | X              |
| TM32   | X             | X              |
| TM34   | X             | X              |
| TM44   | X             | X              |
| TM50   | X             | X              |
| HM01   | X             | X              |
| HM03   | X             | X              |
| HM04   | X             | X              |







### 100: Voltorb

Evolution: Electrode (LV 30)  
Type: Electric  
Location: Route 10, Power Plant (RB);  
Power Plant (Y)



### 101: Electrode

Evolution: Final Form  
Type: Electric  
Location: Unknown Dungeon (RB);  
Power Plant (Y)

#### Learned Skills

| SKILL         | TYPE    | VOLTORB | ELECTRODE |
|---------------|---------|---------|-----------|
| Tackle        | Normal  | RB      | RB        |
| Screech       | Normal  | STND    | STND      |
| Sonic Boom    | Normal  | L17     | L17       |
| Self Destruct | Normal  | L22     | L22       |
| Light Screen  | Psychic | L29     | L29       |
| Swift         | Normal  | L36     | L40       |
| Explosion     | Normal  | L43     | L50       |

#### Technical Machines

| NUMBER | VOLTORB | ELECTRODE |
|--------|---------|-----------|
|        | RB      | RB        |
| TM06   | X       | X         |
| TM09   | X       | X         |
| TM15   | —       | X         |
| TM20   | X       | X         |
| TM24   | X       | X         |
| TM25   | X       | X         |
| TM30   | X       | X         |
| TM31   | X       | X         |
| TM32   | X       | X         |
| TM33   | X       | X         |
| TM34   | X       | X         |
| TM36   | X       | X         |
| TM39   | X       | X         |
| TM40   | —       | X         |
| TM44   | X       | X         |
| TM45   | X       | X         |
| TM47   | X       | X         |
| TM50   | X       | X         |
| HM05   | X       | X         |



### 102: Exeggcutte

Evolution: Exeggutor (Leaf Stone)  
Type: Grass/Psychic  
Location: Safari Zone (RB)



### 103: Exeggutor

Evolution: Final Form  
Type: Grass/Psychic  
Location: N/A

#### Learned Skills

| SKILLS        | TYPE    | EXEGGCUTE | EXEGGUTOR |
|---------------|---------|-----------|-----------|
| Barrage       | Normal  | RB        | RB        |
| Hypnosis      | Psychic | STND      | STND      |
| Reflect       | Psychic | L25       | —         |
| Leech Seed    | Grass   | L28       | —         |
| Stomp         | Normal  | —         | L28       |
| Stun Spore    | Grass   | L32       | —         |
| Poison Powder | Poison  | L37       | —         |
| Solar Beam    | Grass   | L42       | —         |
| Sleep Powder  | Grass   | L48       | —         |

#### Technical Machines

| NUMBER | EXEGGCUTE | EXEGGUTOR |
|--------|-----------|-----------|
|        | RB        | RB        |
| TM06   | X         | X         |
| TM09   | X         | X         |
| TM10   | X         | X         |
| TM15   | —         | X         |
| TM20   | X         | X         |
| TM21   | —         | X         |
| TM22   | —         | X         |
| TM29   | X         | X         |
| TM30   | X         | X         |
| TM31   | X         | X         |
| TM32   | X         | X         |
| TM33   | X         | X         |
| TM34   | X         | X         |
| TM36   | X         | X         |
| TM37   | X         | X         |
| TM44   | X         | X         |
| TM46   | X         | X         |
| TM47   | X         | X         |
| TM50   | X         | X         |
| HM04   | —         | X         |



1



## 104: Cubone

Evolution: Marowak (LV 28)

Type: Ground

Location: Pokémon Tower (RBY); Safari Zone (Y)

2



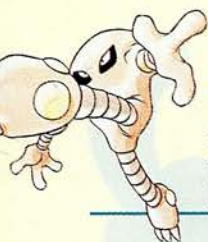
## 105: Marowak

Evolution: Final Form

Type: Ground

Location: Victory Road, Unknown Dungeon (RB); Safari Zone (Y)

1



## 106: Hitmonlee

Evolution: Final Form

Type: Fighting

Location: Saffron City (RBY)

### Learned Skills

| SKILL        | TYPE   | CUBONE |      | MAROWAK |      |
|--------------|--------|--------|------|---------|------|
|              |        | RB     | Y    | RB      | Y    |
| Growl        | Normal | STND   | STND | STND    | STND |
| Bone Club    | Ground | STND   | L10  | STND    | L10  |
| Tail Whip    | Normal | —      | L13  | —       | L13  |
| Head Butt    | Normal | —      | L18  | —       | L18  |
| Leer         | Normal | L25    | L25  | L25     | L25  |
| Focus Energy | Normal | L31    | L31  | L31     | L31  |
| Thrash       | Normal | L38    | L38  | L41     | L41  |
| Bonemerang   | Ground | L43    | L43  | L48     | L48  |
| Rage         | Normal | L46    | L46  | L55     | L55  |

### Technical Machines

| NUMBER | CUBONE | MAROWAK |
|--------|--------|---------|
|        | RBY    | RBY     |
| TM01   | X      | X       |
| TM05   | X      | X       |
| TM06   | X      | X       |
| TM08   | X      | X       |
| TM09   | X      | X       |
| TM10   | X      | X       |
| TM11   | X      | X       |
| TM12   | X      | X       |
| TM13   | X      | X       |
| TM14   | X      | X       |
| TM15   | —      | X       |
| TM17   | X      | X       |
| TM18   | X      | X       |
| TM19   | X      | X       |
| TM20   | X      | X       |
| TM26   | X      | X       |
| TM27   | X      | X       |
| TM28   | X      | X       |
| TM31   | X      | X       |
| TM32   | X      | X       |
| TM34   | X      | X       |
| TM38   | X      | X       |
| TM40   | X      | X       |
| TM44   | X      | X       |
| TM50   | X      | X       |
| HM04   | X      | X       |

### Learned Skills

| SKILL        | TYPE     | HITMONLEE |
|--------------|----------|-----------|
|              |          | RBY       |
| Double Kick  | Fighting | STND      |
| Meditate     | Psychic  | STND      |
| Rolling Kick | Fighting | L33       |
| Jump Kick    | Fighting | L38       |
| Focus Energy | Normal   | L43       |
| Hi Jump Kick | Fighting | L48       |
| Mega Kick    | Normal   | L53       |

### Technical Machines

| NUMBER | HITMONLEE |
|--------|-----------|
|        | RBY       |
| TM01   | X         |
| TM05   | X         |
| TM06   | X         |
| TM08   | X         |
| TM09   | X         |
| TM10   | X         |
| TM17   | X         |
| TM18   | X         |
| TM19   | X         |
| TM20   | X         |
| TM 31  | X         |
| TM32   | X         |
| TM34   | X         |
| TM35   | X         |
| TM39   | X         |
| TM40   | X         |
| TM44   | X         |
| TM50   | X         |
| HM04   | X         |







### 107: Hitmonchan

Evolution: Final Form

Type: Fighting

Location: Saffron City (RBY)

#### Learned Skills

| SKILL         | TYPE     | HITMONCHAN |
|---------------|----------|------------|
| Comet Punch   | Normal   | RBY        |
| Agility       | Psychic  | STND       |
| Fire Punch    | Fire     | L33        |
| Ice Punch     | Ice      | L38        |
| Thunder Punch | Electric | L43        |
| Mega Punch    | Normal   | L48        |
| Counter       | Fighting | L53        |

#### Technical Machines

| NUMBER | HITMONCHAN |
|--------|------------|
|        | RBY        |
| TM01   | X          |
| TM05   | X          |
| TM06   | X          |
| TM08   | X          |
| TM09   | X          |
| TM10   | X          |
| TM17   | X          |
| TM18   | X          |
| TM19   | X          |
| TM20   | X          |
| TM31   | X          |
| TM32   | X          |
| TM34   | X          |
| TM35   | X          |
| TM39   | X          |
| TM40   | X          |
| TM44   | X          |
| TM50   | X          |
| HM04   | X          |



### 108: Lickitung

Evolution: Final Form

Type: Normal

Location: Trade Event on Route 18 (RB);  
Unknown Dungeon (Y)

#### Learned Skills

| SKILL        | TYPE   | LICKITUNG |
|--------------|--------|-----------|
| Wrap         | Normal | RBY       |
| Supersonic   | Normal | STND      |
| Stomp        | Normal | L7        |
| Disable      | Normal | L15       |
| Defense Curl | Normal | L23       |
| Slam         | Normal | L31       |
| Screech      | Normal | L39       |

#### Technical Machines

| NUMBER | LICKITUNG |
|--------|-----------|
|        | RBY       |
| TM01   | X         |
| TM03   | X         |
| TM05   | X         |
| TM06   | X         |
| TM08   | X         |
| TM09   | X         |
| TM10   | X         |
| TM11   | X         |
| TM12   | X         |
| TM13   | X         |
| TM14   | X         |
| TM15   | X         |
| TM17   | X         |
| TM18   | X         |
| TM19   | X         |
| TM20   | X         |
| TM24   | X         |
| TM25   | X         |
| TM26   | X         |
| TM27   | X         |
| TM31   | X         |
| TM32   | X         |
| TM34   | X         |
| TM38   | X         |
| TM40   | X         |
| TM44   | X         |
| TM50   | X         |
| HM01   | X         |
| HM03   | X         |
| HM04   | X         |





## 109: Koffing

Evolution: Weezing (LV35)

Type: Poison

Location: Pokémon Mansion (RB)



## 110: Weezing

Evolution: Final Form

Type: Poison

Location: Pokémon Mansion (RB)

### Learned Skills

| SKILL         | TYPE   | KOFFING | WEEZING |
|---------------|--------|---------|---------|
| Tackle        | Normal | RB      | RB      |
| Smog          | Poison | STND    | STND    |
| Sludge        | Poison | L32     | L32     |
| Smoke Screen  | Normal | L37     | L39     |
| Self Destruct | Normal | L40     | L43     |
| Haze          | Ice    | L45     | L49     |
| Explosion     | Normal | L48     | L53     |

### Technical Machines

| NUMBER | KOFFING | WEEZING |
|--------|---------|---------|
|        | RB      | RB      |
| TM06   | X       | X       |
| TM15   | —       | X       |
| TM20   | X       | X       |
| TM24   | X       | X       |
| TM25   | X       | X       |
| TM31   | X       | X       |
| TM32   | X       | X       |
| TM34   | X       | X       |
| TM36   | X       | X       |
| TM38   | X       | X       |
| TM44   | X       | X       |
| TM47   | X       | X       |
| TM50   | X       | X       |



## 111: Rhyhorn

Evolution: Rhydon (LV 42)

Type: Ground/Rock

Location: Safari Zone (RBY); Unknown Dungeon (Y)



## 112: Rhydon

Evolution: Final Form

Type: Ground/Rock

Location: Unknown Dungeon (RBY); Trade Event on Cinnabar Island (Y)

### Learned Skills

| SKILL       | TYPE   | RHYHORN | RHYDON |
|-------------|--------|---------|--------|
| Horn Attack | Normal | RBY     | RBY    |
| Stomp       | Normal | STND    | STND   |
| Tail Whip   | Normal | L30     | L30    |
| Fury Attack | Normal | L35     | L35    |
| Horn Drill  | Normal | L40     | L40    |
| Leer        | Normal | L45     | L48    |
| Take Down   | Normal | L50     | L55    |
|             |        | L55     | L64    |

### Technical Machines

| NUMBER | RHYHORN | RHYDON |
|--------|---------|--------|
|        | RBY     | RBY    |
| TM01   | —       | X      |
| TM05   | —       | X      |
| TM06   | X       | X      |
| TM07   | X       | X      |
| TM08   | X       | X      |
| TM09   | X       | X      |
| TM10   | X       | X      |
| TM11   | —       | X      |
| TM12   | —       | X      |
| TM13   | —       | X      |
| TM14   | —       | X      |
| TM15   | —       | X      |
| TM16   | —       | X      |
| TM17   | —       | X      |
| TM18   | —       | X      |
| TM19   | —       | X      |
| TM20   | X       | X      |
| TM24   | X       | X      |
| TM25   | X       | X      |
| TM26   | X       | X      |
| TM27   | X       | X      |
| TM28   | X       | X      |
| TM31   | X       | X      |
| TM32   | X       | X      |
| TM34   | X       | X      |
| TM38   | X       | X      |
| TM40   | X       | X      |
| TM44   | X       | X      |
| TM48   | X       | X      |
| TM50   | X       | X      |
| HM03   | —       | X      |
| HM04   | X       | X      |







### 113: Chansey

Evolution: Final Form

Type: Normal

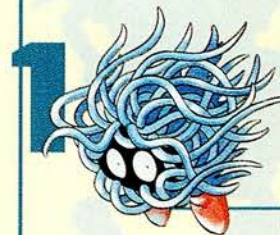
Location: Safari Zone and Unknown Dungeon (RBY)

#### Learned Skills

| SKILL        | TYPE    | CHANSEY |      |
|--------------|---------|---------|------|
|              |         | RB      | Y    |
| Pound        | Normal  | STND    | STND |
| Tail Whip    | Normal  | —       | STND |
| Double Slap  | Normal  | STND    | L12  |
| Sing         | Normal  | L24     | L24  |
| Growl        | Normal  | L30     | L30  |
| Minimize     | Normal  | L38     | L38  |
| Defense Curl | Normal  | L44     | L44  |
| Light Screen | Psychic | L48     | L48  |
| Double Edge  | Normal  | L54     | L54  |

#### Technical Machines

| NUMBER | CHANSEY |   |
|--------|---------|---|
|        | RB      | Y |
| TM01   | X       |   |
| TM05   | X       |   |
| TM06   | X       |   |
| TM08   | X       |   |
| TM10   | X       |   |
| TM11   | X       |   |
| TM12   | X       |   |
| TM13   | X       |   |
| TM14   | X       |   |
| TM15   | X       |   |
| TM17   | X       |   |
| TM18   | X       |   |
| TM19   | X       |   |
| TM20   | X       |   |
| TM22   | X       |   |
| TM24   | X       |   |
| TM25   | X       |   |
| TM29   | X       |   |
| TM30   | X       |   |
| TM31   | X       |   |
| TM32   | X       |   |
| TM33   | X       |   |
| TM34   | X       |   |
| TM35   | X       |   |
| TM37   | X       |   |
| TM38   | X       |   |
| TM40   | X       |   |
| TM41   | X       |   |
| TM44   | X       |   |
| TM45   | X       |   |
| TM46   | X       |   |
| TM49   | X       |   |
| TM50   | X       |   |
| HM04   | X       |   |
| HM05   | X       |   |



### 114: Tangela

Evolution: Final Form

Type: Grass

Location: Route 21 and Trade Event on Cinnabar Island (RB); Safari Zone (Y)

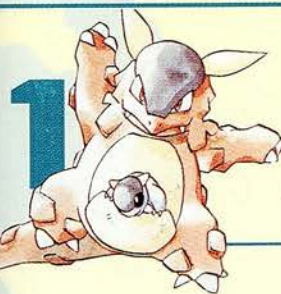
#### Learned Skills

| SKILL         | TYPE   | TANGELA |      |
|---------------|--------|---------|------|
|               |        | RB      | Y    |
| Constrict     | Normal | STND    | STND |
| Bind          | Normal | STND    | STND |
| Absorb        | Grass  | L29     | L27  |
| Vine Whip     | Grass  | —       | L29  |
| Poison Powder | Poison | L32     | L32  |
| Stun Spore    | Grass  | L36     | L36  |
| Sleep Powder  | Grass  | L39     | L39  |
| Slam          | Normal | L45     | L45  |
| Growth        | Normal | L48     | L48  |

#### Technical Machines

| NUMBER | TANGELA |   |
|--------|---------|---|
|        | RB      | Y |
| TM03   | X       |   |
| TM06   | X       |   |
| TM08   | X       |   |
| TM09   | X       |   |
| TM10   | X       |   |
| TM15   | X       |   |
| TM20   | X       |   |
| TM21   | X       |   |
| TM22   | X       |   |
| TM31   | X       |   |
| TM32   | X       |   |
| TM34   | X       |   |
| TM40   | X       |   |
| TM44   | X       |   |
| TM50   | X       |   |
| HM01   | X       |   |





## 115: Kangaskhan

Evolution: Final Form

Type: Normal

Location: Safari Zone (RBY)

### Learned Skills

| SKILL       | TYPE   | KANGASKHAN  |
|-------------|--------|-------------|
| Comet Punch | Normal | RBY<br>STND |
| Rage        | Normal | STND        |
| Bite        | Normal | L26         |
| Tail Whip   | Normal | L31         |
| Mega Punch  | Normal | L36         |
| Leer        | Normal | L41         |
| Dizzy Punch | Normal | L46         |

### Technical Machines

| NUMBER | KANGASKHAN |
|--------|------------|
|        | RBY        |
| TM01   | X          |
| TM05   | X          |
| TM06   | X          |
| TM08   | X          |
| TM09   | X          |
| TM10   | X          |
| TM11   | X          |
| TM12   | X          |
| TM13   | X          |
| TM14   | X          |
| TM15   | X          |
| TM17   | X          |
| TM18   | X          |
| TM19   | X          |
| TM20   | X          |
| TM24   | X          |
| TM25   | X          |
| TM26   | X          |
| TM27   | X          |
| TM31   | X          |
| TM32   | X          |
| TM34   | X          |
| TM38   | X          |
| TM40   | X          |
| TM44   | X          |
| TM48   | X          |
| TM50   | X          |
| HM03   | X          |
| HM04   | X          |



## 116: Horsea

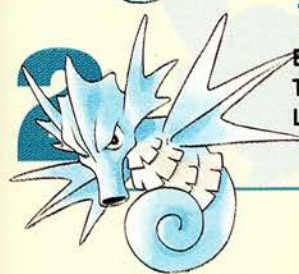
Evolution: Seadra (LV 32)

Type: Water

Location: Cinnabar Island and routes 19, 20, and 21 (RB); Seafoam Islands (R); routes 10 through 13 Vermilion City (Y)

### Learned Skills

| SKILL        | TYPE    | HORSEA | SEADRA |
|--------------|---------|--------|--------|
|              |         | RBY    | RBY    |
| Bubble       | Water   | STND   | STND   |
| Smoke Screen | Normal  | L19    | L19    |
| Leer         | Normal  | L24    | L24    |
| Water Gun    | Water   | L30    | L30    |
| Agility      | Psychic | L37    | L41    |
| Hydro Pump   | Water   | L45    | L52    |



## 117: Seadra

Evolution: Final Form

Type: Water

Location: Unknown Dungeon and Route 23 (RB); Seafoam Islands (R); routes 12 and 13 (Y)

### Technical Machines

| NUMBER | HORSEA | SEADRA |
|--------|--------|--------|
|        | RBY    | RBY    |
| TM06   | X      | X      |
| TM09   | X      | X      |
| TM10   | X      | X      |
| TM11   | X      | X      |
| TM12   | X      | X      |
| TM13   | X      | X      |
| TM14   | X      | X      |
| TM15   | —      | X      |
| TM20   | X      | X      |
| TM31   | X      | X      |
| TM32   | X      | X      |
| TM34   | X      | X      |
| TM39   | X      | X      |
| TM40   | X      | X      |
| TM44   | X      | X      |
| TM50   | X      | X      |
| HM03   | X      | X      |





### 118: Goldeen

Evolution: Seaking (LV 33)

Type: Water

Location: Routes 4, 12, 13, 17, 18, 19, 20, 21, 22, 24, and 25, Cerulean City, Fuchsia City, Seafoam Islands, and Cinnabar Island (RB); routes 6 and 2, Cerulean City, Celadon City, and Unknown Dungeon (Y)



### 119: Seaking

Evolution: Final Form

Type: Water

Location: Fuchsia City and Route 23 (RB); Route 24 and Cerulean City (Y); Unknown Dungeon (RBY)



#### Learned Skills

| SKILL       | TYPE    | GOLDEEN  | SEAKING  |
|-------------|---------|----------|----------|
| Peck        | Flying  | RBY STND | RBY STND |
| Tail Whip   | Normal  | STND     | STND     |
| Supersonic  | Normal  | L19      | L19      |
| Horn Attack | Normal  | L24      | L24      |
| Fury Attack | Normal  | L30      | L30      |
| Waterfall   | Water   | L37      | L39      |
| Horn Drill  | Normal  | L45      | L48      |
| Agility     | Psychic | L54      | L54      |

#### Technical Machines

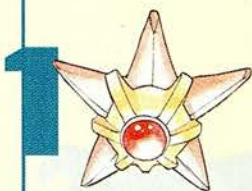
| NUMBER | GOLDEEN | SEAKING |
|--------|---------|---------|
|        | RBY     | RBY     |
| TM06   | X       | X       |
| TM07   | X       | X       |
| TM09   | X       | X       |
| TM10   | X       | X       |
| TM11   | X       | X       |
| TM12   | X       | X       |
| TM13   | X       | X       |
| TM14   | X       | X       |
| TM15   | —       | X       |
| TM20   | X       | X       |
| TM31   | X       | X       |
| TM32   | X       | X       |
| TM34   | X       | X       |
| TM39   | X       | X       |
| TM40   | X       | X       |
| TM44   | X       | X       |
| TM50   | X       | X       |
| HM03   | X       | X       |

### 120: Staryu

Evolution: Starmie (Water Stone)

Type: Water

Location: Routes 19, 20, and 21, Seafoam Islands, Cinnabar Island, Pallet Town and Vermilion (RBY)



### 121: Starmie

Evolution: Final Form

Type: Water/Psychic

Location: N/A



#### Learned Skills

| SKILL        | TYPE    | STARYU   | STARMIE  |
|--------------|---------|----------|----------|
| Tackle       | Normal  | RBY STND | RBY STND |
| Water Gun    | Water   | L17      | STND     |
| Harden       | Normal  | L22      | STND     |
| Recover      | Normal  | L27      | —        |
| Swift        | Normal  | L32      | —        |
| Minimize     | Normal  | L37      | —        |
| Light Screen | Psychic | L42      | —        |
| Hydro Pump   | Water   | L47      | —        |

#### Technical Machines

| NUMBER | STARYU | STARMIE |
|--------|--------|---------|
|        | RBY    | RBY     |
| TM06   | X      | X       |
| TM09   | X      | X       |
| TM10   | X      | X       |
| TM11   | X      | X       |
| TM12   | X      | X       |
| TM13   | X      | X       |
| TM14   | X      | X       |
| TM15   | —      | X       |
| TM20   | X      | X       |
| TM24   | X      | X       |
| TM25   | X      | X       |
| TM29   | X      | X       |
| TM30   | X      | X       |
| TM31   | X      | X       |
| TM32   | X      | X       |
| TM33   | X      | X       |
| TM34   | X      | X       |
| TM39   | X      | X       |
| TM40   | X      | X       |
| TM44   | X      | X       |
| TM45   | X      | X       |
| TM46   | X      | X       |
| TM49   | X      | X       |
| TM50   | X      | X       |
| HM03   | X      | X       |
| HM05   | X      | X       |





## 122: Mr. Mime

Evolution: Final Form

Type: Psychic

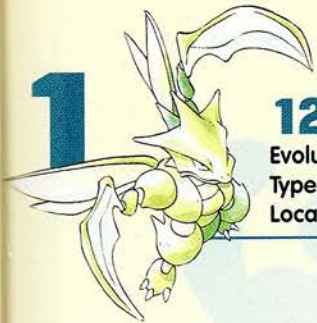
Location: Trade Event on Route 2 (RBY)

### Learned Skills

| SKILL        | TYPE    | MR. MIME |
|--------------|---------|----------|
|              |         | RBY      |
| Confusion    | Psychic | STND     |
| Barrier      | Psychic | L15      |
| Light Screen | Psychic | L23      |
| Double Slap  | Normal  | L31      |
| Meditate     | Psychic | L39      |
| Substitute   | Normal  | L47      |

### Technical Machines

| NUMBER | MR. MIME |
|--------|----------|
|        | RBY      |
| TM01   | X        |
| TM05   | X        |
| TM06   | X        |
| TM08   | X        |
| TM09   | X        |
| TM10   | X        |
| TM15   | X        |
| TM17   | X        |
| TM18   | X        |
| TM19   | X        |
| TM20   | X        |
| TM22   | X        |
| TM24   | X        |
| TM25   | X        |
| TM29   | X        |
| TM30   | X        |
| TM31   | X        |
| TM32   | X        |
| TM33   | X        |
| TM34   | X        |
| TM35   | X        |
| TM40   | X        |
| TM44   | X        |
| TM45   | X        |
| TM46   | X        |
| TM50   | X        |
| HM05   | X        |



## 123: Scyther

Evolution: Final Form

Type: Bug/Flying

Location: Safari Zone and Coin Exchange (RY)

### Learned Skills

| SKILL        | TYPE    | SCYTHER | Y    |
|--------------|---------|---------|------|
|              |         | R       | STND |
| Quick Attack | Normal  | STND    | L17  |
| Leer         | Normal  | L20     | L20  |
| Focus Energy | Normal  | L24     | L24  |
| Double Team  | Normal  | L29     | L29  |
| Slash        | Normal  | L35     | L35  |
| Swords Dance | Normal  | L42     | L42  |
| Agility      | Psychic | —       | L50  |
| Wing Attack  | Flying  | —       | —    |

### Technical Machines

| NUMBER | SCYTHER |
|--------|---------|
|        | RY      |
| TM03   | X       |
| TM06   | X       |
| TM09   | X       |
| TM10   | X       |
| TM15   | X       |
| TM20   | X       |
| TM31   | X       |
| TM32   | X       |
| TM34   | X       |
| TM39   | X       |
| TM40   | X       |
| TM44   | X       |
| TM50   | X       |
| HM01   | X       |







### 124: Jynx

Evolution: Final Form

Type: Ice/Psychic

Location: Trade Event in Cerulean City (RB)

#### Learned Skills

| SKILL       | TYPE   | JYNX<br>RB<br>STND |
|-------------|--------|--------------------|
| Pound       | Normal | L18                |
| Lovely Kiss | Normal | L23                |
| Sing        | Normal | L31                |
| Double Slap | Normal | L39                |
| Ice Punch   | Ice    | L47                |
| Meditate    | Normal | L58                |
| Blizzard    | Ice    |                    |

#### Technical Machines

| NUMBER | JYNX<br>RB |
|--------|------------|
| TM01   | X          |
| TM05   | X          |
| TM06   | X          |
| TM08   | X          |
| TM09   | X          |
| TM10   | X          |
| TM11   | X          |
| TM12   | X          |
| TM13   | X          |
| TM14   | X          |
| TM15   | X          |
| TM17   | X          |
| TM18   | X          |
| TM19   | X          |
| TM20   | X          |
| TM29   | X          |
| TM30   | X          |
| TM31   | X          |
| TM32   | X          |
| TM33   | X          |
| TM34   | X          |
| TM35   | X          |
| TM40   | X          |
| TM44   | X          |
| TM46   | X          |
| TM50   | X          |



### 125: Electabuzz

Evolution: Final Form

Type: Electric

Location: Power Plant (R)

#### Learned Skills

| SKILL         | TYPE     | ELECTABUZZ<br>R<br>STND |
|---------------|----------|-------------------------|
| Quick Attack  | Normal   | L36                     |
| Leer          | Normal   | L39                     |
| Thunder Shock | Electric | L43                     |
| Screech       | Normal   | L48                     |
| Thunder Punch | Electric | L52                     |
| Light Screen  | Psychic  | L55                     |
| Thunder       | Electric |                         |

#### Technical Machines

| NUMBER | ELECTABUZZ<br>R |
|--------|-----------------|
| TM01   | X               |
| TM05   | X               |
| TM06   | X               |
| TM08   | X               |
| TM09   | X               |
| TM10   | X               |
| TM15   | X               |
| TM17   | X               |
| TM18   | X               |
| TM19   | X               |
| TM20   | X               |
| TM24   | X               |
| TM25   | X               |
| TM29   | X               |
| TM30   | X               |
| TM31   | X               |
| TM32   | X               |
| TM33   | X               |
| TM34   | X               |
| TM35   | X               |
| TM39   | X               |
| TM40   | X               |
| TM44   | X               |
| TM45   | X               |
| TM46   | X               |
| TM50   | X               |
| HM04   | X               |
| HM05   | X               |





## 126: Magmar

Evolution: Final Form

Type: Fire

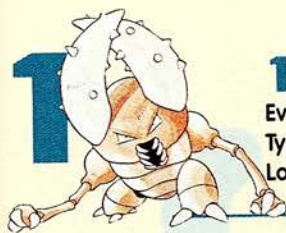
Location: Pokémon Mansion (B)

### Learned Skills

| SKILL        | TYPE   | MAGMAR |
|--------------|--------|--------|
| Ember        | Fire   | B      |
| Leer         | Normal | STND   |
| Confuse Ray  | Ghost  | L36    |
| Fire Punch   | Fire   | L39    |
| Smoke Screen | Normal | L43    |
| Smog         | Poison | L48    |
| Flamethrower | Fire   | L52    |
|              |        | L55    |

### Technical Machines

| NUMBER | MAGMAR |
|--------|--------|
|        | B      |
| TM01   | X      |
| TM05   | X      |
| TM06   | X      |
| TM08   | X      |
| TM09   | X      |
| TM10   | X      |
| TM15   | X      |
| TM17   | X      |
| TM18   | X      |
| TM19   | X      |
| TM20   | X      |
| TM29   | X      |
| TM30   | X      |
| TM31   | X      |
| TM32   | X      |
| TM34   | X      |
| TM35   | X      |
| TM38   | X      |
| TM40   | X      |
| TM44   | X      |
| TM46   | X      |
| TM50   | X      |
| HM04   | X      |



## 127: Pinsir

Evolution: Final Form

Type: Bug

Location: Safari Zone and Coin Exchange(B,Y)

### Learned Skills

| SKILL        | TYPE     | PINSIR | B    | Y    |
|--------------|----------|--------|------|------|
| Vice Grip    | Normal   | STND   | STND | STND |
| Bind         | Normal   | —      | L21  | L21  |
| Seismic Toss | Fighting | L25    | L25  | L25  |
| Guillotine   | Normal   | L30    | L30  | L30  |
| Focus Energy | Normal   | L36    | L36  | L36  |
| Harden       | Normal   | L43    | L43  | L43  |
| Slash        | Normal   | L49    | L49  | L49  |
| Swords Dance | Normal   | L54    | L54  | L54  |

### Technical Machines

| NUMBER | PINSIR |
|--------|--------|
|        | BY     |
| TM03   | X      |
| TM06   | X      |
| TM08   | X      |
| TM09   | X      |
| TM10   | X      |
| TM15   | X      |
| TM17   | X      |
| TM19   | X      |
| TM20   | X      |
| TM31   | X      |
| TM32   | X      |
| TM34   | X      |
| TM44   | X      |
| TM50   | X      |
| HM01   | X      |







### 128: Tauros

Evolution: Final Form

Type: Normal

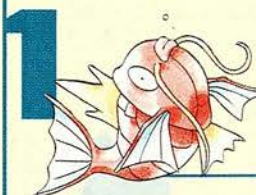
Location: Safari Zone (RBY)

#### Learned Skills

| SKILL     | TYPE   | TAUROS<br>RBY<br>STND |
|-----------|--------|-----------------------|
| Tackle    | Normal | L21                   |
| Stomp     | Normal | L28                   |
| Tail Whip | Normal | L35                   |
| Leer      | Normal | L44                   |
| Rage      | Normal | L51                   |
| Take Down | Normal |                       |

#### Technical Machines

| NUMBER | TAUROS<br>RBY |
|--------|---------------|
| TM06   | X             |
| TM07   | X             |
| TM08   | X             |
| TM09   | X             |
| TM10   | X             |
| TM13   | X             |
| TM14   | X             |
| TM15   | X             |
| TM20   | X             |
| TM24   | X             |
| TM25   | X             |
| TM26   | X             |
| TM27   | X             |
| TM31   | X             |
| TM32   | X             |
| TM34   | X             |
| TM38   | X             |
| TM40   | X             |
| TM44   | X             |
| TM50   | X             |
| HM04   | X             |



### 129: Magikarp

Evolution: Gyarados (LV 20)

Type: Water

Location: Mt. Moon Pokémon Center Trade

Event (RBY); Fish anywhere—  
especially with the Old Rod (RBY)

#### Learned Skills

| SKILL       | TYPE   | MAGIKARP<br>RBY<br>STND | GYARADOS<br>RBY<br>STND |
|-------------|--------|-------------------------|-------------------------|
| Splash      | Normal | L15                     | L20                     |
| Tackle      | Normal | —                       | L25                     |
| Bite        | Normal | —                       | L32                     |
| Dragon Rage | Dragon | —                       | L41                     |
| Leer        | Normal | —                       | L52                     |
| Hydro Pump  | Water  | —                       |                         |
| Hyper Beam  | Normal | —                       |                         |

\* A captured Gyarados doesn't learn this skill.

#### Technical Machines

| NUMBER | MAGIKARP<br>RBY | GYARADOS<br>RBY |
|--------|-----------------|-----------------|
| TM06   | —               | X               |
| TM08   | —               | X               |
| TM09   | —               | X               |
| TM10   | —               | X               |
| TM11   | —               | X               |
| TM12   | —               | X               |
| TM13   | —               | X               |
| TM14   | —               | X               |
| TM15   | —               | X               |
| TM20   | —               | X               |
| TM23   | —               | X               |
| TM24   | —               | X               |
| TM25   | —               | X               |
| TM31   | —               | X               |
| TM32   | —               | X               |
| TM33   | —               | X               |
| TM34   | —               | X               |
| TM38   | —               | X               |
| TM40   | —               | X               |
| TM44   | —               | X               |
| TM50   | —               | X               |
| HM03   | —               | X               |
| HM04   | —               | X               |



### 130: Gyarados

Evolution: Final Form

Type: Water/Flying

Location: Fuchsia City (Y)





## 131: Lapras

Evolution: Final Form

Type: Water/Ice

Location: Trade Event in Silph Company building (RBY)

### Learned Skills

| SKILL       | TYPE   | LAPRAS<br>RBY<br>STND |
|-------------|--------|-----------------------|
| Water Gun   | Water  | STND                  |
| Growl       | Normal | STND                  |
| Sing        | Normal | L16                   |
| Mist        | Ice    | L20                   |
| Body Slam   | Normal | L25                   |
| Confuse Ray | Ghost  | L31                   |
| Ice Beam    | Ice    | L38                   |
| Hydro Pump  | Water  | L46                   |

### Technical Machines

| NUMBER | LAPRAS<br>RBY |
|--------|---------------|
| TM06   | X             |
| TM07   | X             |
| TM08   | X             |
| TM09   | X             |
| TM10   | X             |
| TM11   | X             |
| TM12   | X             |
| TM13   | X             |
| TM14   | X             |
| TM15   | X             |
| TM20   | X             |
| TM22   | X             |
| TM23   | X             |
| TM24   | X             |
| TM25   | X             |
| TM29   | X             |
| TM31   | X             |
| TM32   | X             |
| TM33   | X             |
| TM34   | X             |
| TM40   | X             |
| TM44   | X             |
| TM46   | X             |
| TM50   | X             |
| HM03   | X             |
| HM04   | X             |



## 132: Ditto

Evolution: Final Form

Type: Normal

Location: Routes 13, 14, 15, and 23; Unknown Dungeon (RB); Pokémon Mansion and Unknown Dungeon (Y)

### Learned Skills

| SKILL     | TYPE   | DITTO<br>RBY<br>STND |
|-----------|--------|----------------------|
| Transform | Normal | STND                 |

### Technical Machines

N/A





### 133: Eevee

Evolution: Vaporeon (Water Stone);  
Jolteon (Thunder Stone); Flareon  
(Fire Stone)

Type: Normal

Location: Celadon Mansion (RBY)



### 134: Vaporeon

Evolution: Final Form

Type: Water

Location: N/A



### 135: Jolteon

Evolution: Final Form

Type: Electric

Location: N/A



### 136: Flareon

Evolution: Final Form

Type: Fire

Location: N/A

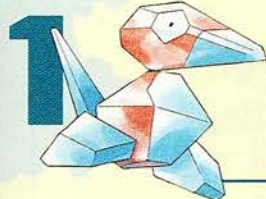
### Learned Skills

| SKILL         | TYPE     | EEVEE |      | VAPOREON |      | JOLTEON |      | FLAREON |      |
|---------------|----------|-------|------|----------|------|---------|------|---------|------|
|               |          | RB    | Y    | RB       | Y    | RB      | Y    | RB      | Y    |
| Tackle        | Normal   | STND  | STND | STND     | STND | STND    | STND | STND    | STND |
| Sand Attack   | Normal   | STND  | L8   | STND     | L8   | STND    | L8   | STND    | L8   |
| Growl         | Normal   | —     | L16  | —        | L16  | —       | L16  | —       | L16  |
| Quick Attack  | Normal   | L27   | L23  | L27      | L23  | L27     | L23  | L27     | L23  |
| Water Gun     | Water    | —     | —    | L31      | L16  | L31     | L16  | —       | —    |
| Thunder Shock | Electric | —     | —    | —        | —    | L31     | L16  | —       | —    |
| Ember         | Fire     | —     | —    | —        | —    | L37     | STND | L31     | STND |
| Tail Whip     | Normal   | L31   | STND | L37      | STND | L37     | STND | L37     | STND |
| Bite          | Normal   | L37   | L30  | L40      | L30  | —       | —    | L40     | L30  |
| Focus Energy  | Normal   | —     | L36  | —        | —    | —       | —    | —       | —    |
| Aurora Beam   | Ice      | —     | —    | —        | L36  | —       | —    | —       | —    |
| Thunder Wave  | Electric | —     | —    | —        | L36  | L40     | L42  | —       | —    |
| Acid Armor    | Poison   | —     | —    | L42      | L47  | L42     | L47  | —       | —    |
| Double Kick   | Fighting | —     | —    | —        | —    | L42     | L47  | —       | —    |
| Leer          | Normal   | —     | —    | —        | —    | —       | —    | L42     | L47  |
| Haze          | Ice      | —     | —    | L44      | L42  | —       | —    | —       | —    |
| Agility       | Psychic  | —     | —    | —        | —    | L44     | L47  | —       | —    |
| Fire Spin     | Fire     | —     | —    | —        | —    | —       | —    | L44     | L36  |
| Take Down     | Normal   | L45   | L42  | —        | —    | —       | —    | —       | —    |
| Mist          | Ice      | —     | —    | L48      | —    | —       | —    | —       | —    |
| Pin Missile   | Bug      | —     | —    | —        | —    | L48     | L36  | —       | —    |
| Rage          | Normal   | —     | —    | —        | —    | —       | —    | L48     | —    |
| Hydro Pump    | Water    | —     | —    | L54      | L52  | —       | —    | —       | —    |
| Thunder       | Electric | —     | —    | —        | —    | L54     | L52  | —       | —    |
| Flamethrower  | Fire     | —     | —    | —        | —    | —       | —    | L54     | L52  |

### Technical Machines

| NUMBER | EEVEE | VAPOREON | JOLTEON | FLAREON |
|--------|-------|----------|---------|---------|
|        | RBY   | RBY      | RBY     | RBY     |
| TM06   | X     | X        | X       | X       |
| TM08   | X     | X        | X       | X       |
| TM09   | X     | X        | X       | X       |
| TM10   | X     | X        | X       | X       |
| TM11   | —     | X        | —       | —       |
| TM12   | —     | X        | —       | —       |
| TM13   | —     | X        | —       | —       |
| TM14   | —     | X        | —       | —       |
| TM15   | —     | X        | X       | X       |
| TM20   | X     | X        | X       | X       |
| TM24   | —     | —        | X       | —       |
| TM25   | —     | —        | X       | —       |
| TM31   | X     | X        | X       | X       |
| TM32   | X     | X        | X       | X       |
| TM33   | X     | X        | X       | X       |
| TM34   | X     | X        | X       | X       |
| TM38   | —     | —        | —       | X       |
| TM39   | X     | X        | X       | X       |
| TM40   | X     | X        | X       | X       |
| TM44   | X     | —        | X       | —       |
| TM45   | —     | —        | X       | —       |
| TM50   | X     | X        | X       | X       |
| HM03   | —     | X        | —       | —       |
| HM05   | —     | —        | X       | —       |





## 137: Porygon

Evolution: Final Form

Type: Normal

Location: Coin Exchange (RBY)

### Learned Skills

| SKILL      | TYPE    | PORYGON |
|------------|---------|---------|
| Tackle     | Normal  | RBY     |
| Sharpen    | Normal  | STND    |
| Conversion | Normal  | STND    |
| Psybeam    | Psychic | STND    |
| Recover    | Normal  | L23     |
| Agility    | Psychic | L28     |
| Tri Attack | Normal  | L35     |
|            |         | L42     |

### Technical Machines

| NUMBER | PORYGON |
|--------|---------|
|        | RBY     |
| TM06   | X       |
| TM09   | X       |
| TM10   | X       |
| TM13   | X       |
| TM14   | X       |
| TM15   | X       |
| TM20   | X       |
| TM24   | X       |
| TM25   | X       |
| TM29   | X       |
| TM30   | X       |
| TM31   | X       |
| TM32   | X       |
| TM33   | X       |
| TM34   | X       |
| TM39   | X       |
| TM40   | X       |
| TM44   | X       |
| TM45   | X       |
| TM46   | X       |
| TM49   | X       |
| TM50   | X       |
| HM05   | X       |



## 138: Omanyte

Evolution: Omastar (LV 40)

Type: Rock/Water

Location: Helix Fossil (RBY)

### Learned Skills

| SKILL        | TYPE   | OMANYTE | OMASTAR |
|--------------|--------|---------|---------|
|              |        | RBY     | RBY     |
| Water Gun    | Water  | STND    | STND    |
| Withdraw     | Water  | STND    | STND    |
| Horn Attack  | Normal | L34     | L34     |
| Leer         | Normal | L39     | L39     |
| Spike Cannon | Normal | L46     | L44     |
| Hydro Pump   | Water  | L53     | L49     |

### Technical Machines

| NUMBER | OMANYTE | OMASTAR |
|--------|---------|---------|
|        | RBY     | RBY     |
| TM06   | X       | X       |
| TM07   | —       | X       |
| TM08   | X       | X       |
| TM09   | X       | X       |
| TM10   | X       | X       |
| TM11   | X       | X       |
| TM12   | X       | X       |
| TM13   | X       | X       |
| TM14   | X       | X       |
| TM15   | —       | X       |
| TM17   | —       | X       |
| TM19   | —       | X       |
| TM20   | X       | X       |
| TM31   | X       | X       |
| TM32   | X       | X       |
| TM33   | X       | X       |
| TM34   | X       | X       |
| TM40   | —       | X       |
| TM44   | X       | X       |
| TM50   | X       | X       |
| HM03   | X       | X       |



## 2 139: Omastar

Evolution: Final Form

Type: Rock/Water

Location: N/A





1



### 140: Kabuto

Evolution: Kabutops (LV 40)

Type: Rock/Water

Location: Dome Fossil (RBY)

2



### 141: Kabutops

Evolution: Final Form

Type: Rock/Water

Location: N/A

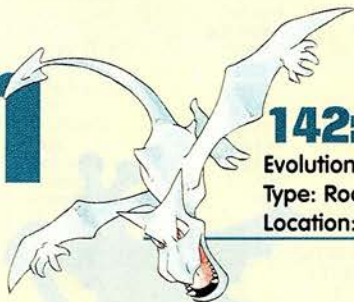
#### Learned Skills

| SKILL      | TYPE   | KABUTO<br>RBY<br>STND | KABUTOPS<br>RBY<br>STND |
|------------|--------|-----------------------|-------------------------|
| Scratch    | Normal | STND                  | STND                    |
| Harden     | Normal | STND                  | STND                    |
| Absorb     | Grass  | L34                   | L34                     |
| Slash      | Normal | L39                   | L39                     |
| Leer       | Normal | L44                   | L46                     |
| Hydro Pump | Water  | L49                   | L53                     |

#### Technical Machines

| NUMBER | KABUTO<br>RB | Y | KABUTOPS<br>RB | Y |
|--------|--------------|---|----------------|---|
| TM02   | —            | — | X              | X |
| TM03   | —            | — | X              | X |
| TM05   | —            | — | X              | X |
| TM06   | X            | X | X              | X |
| TM08   | X            | X | X              | X |
| TM09   | X            | X | X              | X |
| TM10   | X            | X | X              | X |
| TM11   | X            | X | X              | X |
| TM12   | X            | X | X              | X |
| TM13   | X            | X | X              | X |
| TM14   | X            | X | X              | X |
| TM15   | —            | — | X              | X |
| TM17   | —            | — | X              | X |
| TM19   | —            | — | X              | X |
| TM20   | X            | X | X              | X |
| TM31   | X            | X | X              | X |
| TM32   | X            | X | X              | X |
| TM33   | X            | X | X              | X |
| TM34   | X            | X | X              | X |
| TM40   | —            | — | X              | X |
| TM44   | X            | X | X              | X |
| TM50   | X            | X | X              | X |
| HM01   | —            | — | —              | X |
| HM03   | X            | X | X              | X |

1



### 142: Aerodactyl

Evolution: Final Form

Type: Rock/Flying

Location: Old Amber (RBY)

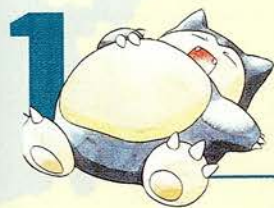
#### Learned Skills

| SKILL       | TYPE    | AERODACTYL<br>RBY<br>STND |
|-------------|---------|---------------------------|
| Wing Attack | Flying  | STND                      |
| Agility     | Psychic | STND                      |
| Supersonic  | Normal  | L33                       |
| Bite        | Normal  | L39                       |
| Take Down   | Normal  | L45                       |
| Hyper Beam  | Normal  | L54                       |

#### Technical Machines

| NUMBER | AERODACTYL<br>RBY |
|--------|-------------------|
| TM02   | X                 |
| TM04   | X                 |
| TM06   | X                 |
| TM09   | X                 |
| TM10   | X                 |
| TM15   | X                 |
| TM20   | X                 |
| TM23   | X                 |
| TM31   | X                 |
| TM32   | X                 |
| TM33   | X                 |
| TM34   | X                 |
| TM38   | X                 |
| TM39   | X                 |
| TM43   | X                 |
| TM44   | X                 |
| TM50   | X                 |
| HM02   | X                 |





# 143: Snorlax

Evolution: Final Form

Type: Normal

Location: Routes 12 and 16 (RBY)

## Learned Skills

| SKILL       | TYPE    | SNORLAX<br>RBY |
|-------------|---------|----------------|
| Head Butt   | Normal  | STND           |
| Amnesia     | Psychic | STND           |
| Rest        | Psychic | STND           |
| Body Slam   | Normal  | L35            |
| Harden      | Normal  | L41            |
| Double Edge | Normal  | L48            |
| Hyper Beam  | Normal  | L56            |

## Technical Machines

| NUMBER | SNORLAX<br>RBY |
|--------|----------------|
| TM01   | X              |
| TM05   | X              |
| TM06   | X              |
| TM08   | X              |
| TM09   | X              |
| TM10   | X              |
| TM11   | X              |
| TM12   | X              |
| TM13   | X              |
| TM14   | X              |
| TM15   | X              |
| TM16   | X              |
| TM17   | X              |
| TM18   | X              |
| TM19   | X              |
| TM20   | X              |
| TM22   | X              |
| TM24   | X              |
| TM25   | X              |
| TM26   | X              |
| TM27   | X              |
| TM29   | X              |
| TM31   | X              |
| TM32   | X              |
| TM33   | X              |
| TM34   | X              |
| TM35   | X              |
| TM36   | X              |
| TM38   | X              |
| TM40   | X              |
| TM44   | X              |
| TM46   | X              |
| TM48   | X              |
| TM50   | X              |
| HM03   | X              |
| HM04   | X              |



# 144: Articuno

Evolution: Final Form

Type: Ice/Flying

Location: Seafoam Islands (RBY)

## Learned Skills

| SKILL    | TYPE    | ARTICUNO<br>RBY |
|----------|---------|-----------------|
| Peck     | Flying  | STND            |
| Ice Beam | Ice     | STND            |
| Blizzard | Ice     | L51             |
| Agility  | Psychic | L55             |
| Mist     | Ice     | L60             |

## Technical Machines

| NUMBER | ARTICUNO<br>RBY |
|--------|-----------------|
| TM02   | X               |
| TM04   | X               |
| TM06   | X               |
| TM09   | X               |
| TM10   | X               |
| TM11   | X               |
| TM12   | X               |
| TM13   | X               |
| TM14   | X               |
| TM15   | X               |
| TM20   | X               |
| TM31   | X               |
| TM32   | X               |
| TM33   | X               |
| TM34   | X               |
| TM39   | X               |
| TM43   | X               |
| TM44   | X               |
| TM50   | X               |
| HM02   | X               |





1

### 145: Zapdos

Evolution: Final Form

Type: Electric/Flying

Location: Power Plant (RBY)



#### Learned Skills

| SKILL         | TYPE     | ZAPDOS |
|---------------|----------|--------|
| Thunder Shock | Electric | RBY    |
| Drill Peck    | Flying   | STND   |
| Thunder       | Electric | STND   |
| Agility       | Psychic  | L51    |
| Light Screen  | Psychic  | L55    |
|               |          | L60    |

#### Technical Machines

| NUMBER | ZAPDOS |
|--------|--------|
|        | RBY    |
| TM02   | X      |
| TM04   | X      |
| TM06   | X      |
| TM09   | X      |
| TM10   | X      |
| TM15   | X      |
| TM20   | X      |
| TM24   | X      |
| TM25   | X      |
| TM31   | X      |
| TM32   | X      |
| TM33   | X      |
| TM34   | X      |
| TM39   | X      |
| TM43   | X      |
| TM44   | X      |
| TM45   | X      |
| TM50   | X      |
| HM02   | X      |
| HM05   | X      |

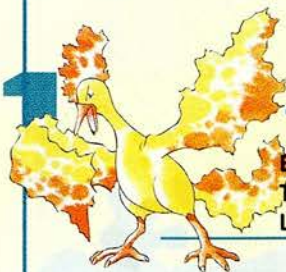
1

### 146: Moltres

Evolution: Final Form

Type: Fire/Flying

Location: Victory Road (RBY)



#### Learned Skills

| SKILL      | TYPE    | MOLTRES |
|------------|---------|---------|
| Peck       | Flying  | RBY     |
| Fire Spin  | Fire    | STND    |
| Leer       | Normal  | STND    |
| Agility    | Psychic | L51     |
| Sky Attack | Flying  | L55     |
|            |         | L60     |

#### Technical Machines

| NUMBER | MOLTRES |
|--------|---------|
|        | RBY     |
| TM02   | X       |
| TM04   | X       |
| TM06   | X       |
| TM09   | X       |
| TM10   | X       |
| TM15   | X       |
| TM20   | X       |
| TM31   | X       |
| TM32   | X       |
| TM33   | X       |
| TM34   | X       |
| TM38   | X       |
| TM39   | X       |
| TM43   | X       |
| TM44   | X       |
| TM50   | X       |
| HM02   | X       |





## 147: Dratini

Evolution: Dragonair (LV 30)

Type: Dragon

Location: Safari Zone (RBY); Coin Exchange (RB)



## 148: Dragonair

Evolution: Dragonite (LV 55)

Type: Dragon

Location: Safari Zone (Y)



## 149: Dragonite

Evolution: Final Form

Type: Dragon/Flying

Location: N/A

### Learned Skills

| SKILL        | TYPE     | DRATINI     | DRAGONAIR   | DRAGONITE   |
|--------------|----------|-------------|-------------|-------------|
| Wrap         | Normal   | RBY<br>STND | RBY<br>STND | RBY<br>STND |
| Leer         | Normal   | STND        | STND        | STND        |
| Thunder Wave | Electric | L10         | L10         | L10         |
| Agility      | Psychic  | L20         | L20         | L20         |
| Slam         | Normal   | L30         | L35         | L35         |
| Dragon Rage  | Dragon   | L40         | L45         | L45         |
| Hyper Beam   | Normal   | L50         | L55         | L60         |

### Technical Machines

| NUMBER | MEWTWO | RBY | RBY |
|--------|--------|-----|-----|
| TM02   | —      | —   | X   |
| TM06   | X      | X   | X   |
| TM07   | —      | X   | X   |
| TM08   | X      | X   | X   |
| TM09   | X      | X   | X   |
| TM10   | X      | X   | X   |
| TM11   | X      | X   | X   |
| TM12   | X      | X   | X   |
| TM13   | X      | X   | X   |
| TM14   | X      | X   | X   |
| TM15   | —      | —   | X   |
| TM20   | X      | X   | X   |
| TM23   | X      | X   | X   |
| TM24   | X      | X   | X   |
| TM25   | X      | X   | X   |
| TM31   | X      | X   | X   |
| TM32   | X      | X   | X   |
| TM33   | X      | X   | X   |
| TM34   | X      | X   | X   |
| TM38   | X      | X   | X   |
| TM39   | X      | X   | X   |
| TM40   | X      | X   | X   |
| TM44   | X      | X   | X   |
| TM45   | X      | X   | X   |
| TM50   | X      | X   | X   |
| HM03   | —      | —   | X   |
| HM04   | —      | —   | X   |



## 150: Mewtwo

Evolution: Final Form

Type: Psychic

Location: Unknown Dungeon (RBY)

### Learned Skills

| SKILL     | TYPE    | MEWTWO      |
|-----------|---------|-------------|
| Confusion | Psychic | RBY<br>STND |
| Disable   | Normal  | STND        |
| Swift     | Normal  | STND        |
| Barrier   | Psychic | L63         |
| Psychic   | Psychic | L66         |
| Recover   | Normal  | L70         |
| Mist      | Ice     | L75         |
| Amnesia   | Psychic | L81         |

### Technical Machines

| NUMBER | MEWTWO |
|--------|--------|
|        | RBY    |
| TM01   | X      |
| TM05   | X      |
| TM06   | X      |
| TM08   | X      |
| TM09   | X      |
| TM10   | X      |
| TM11   | X      |
| TM12   | X      |
| TM13   | X      |
| TM14   | X      |
| TM15   | X      |
| TM17   | X      |
| TM18   | X      |
| TM19   | X      |
| TM20   | X      |
| TM22   | X      |
| TM24   | X      |
| TM25   | X      |
| TM29   | X      |
| TM30   | X      |
| TM31   | X      |
| TM32   | X      |
| TM33   | X      |
| TM34   | X      |
| TM35   | X      |
| TM36   | X      |
| TM38   | X      |
| TM40   | X      |
| TM44   | X      |
| TM45   | X      |
| TM46   | X      |
| TM49   | X      |
| TM50   | X      |
| HM04   | X      |
| HM05   | X      |





# Items Galore!

Many items you encounter as you travel the world of Pokémon are crucial to completing your quest. If you become stuck because you can't find something, or if you wonder what certain items can do, refer to the following tables.

### Remedies and Other Medicines

| ITEM NAME    | COST   | LOCATION                                | FUNCTION                                               |
|--------------|--------|-----------------------------------------|--------------------------------------------------------|
| POTION       | 300P   | Poké Marts                              | Heals up to 20 HP                                      |
| SUPER POTION | 700P   | Poké Marts                              | Heals up to 50 HP                                      |
| HYPER POTION | 1,500P | Poké Marts                              | Heals up to 200HP                                      |
| MAX POTION   | 2,500P | Poké Marts                              | Complete HP recovery!                                  |
| FULL RESTORE | 3,000P | Poké Marts                              | Recovers all HP and cures status problems              |
| REVIVE       | 1,500P | Poké Marts                              | Resurrects fainted Pokémon and heals half their HP     |
| MAX REVIVE   | —      | Item Balls in dungeons and along routes | Resurrection and complete HP recovery                  |
| ANTIDOTE     | 100P   | Poké Marts                              | Cures poisoned Pokémon                                 |
| AWAKENING    | 250P   | Poké Marts                              | Awakens sleeping Pokémon                               |
| BURN HEAL    | 250P   | Poké Marts                              | Heals burned Pokémon                                   |
| ICE HEAL     | 250P   | Poké Marts                              | Thaws frozen Pokémon                                   |
| PARALYZ HEAL | 200P   | Poké Marts                              | Frees paralyzed Pokémon                                |
| FULL HEAL    | 600P   | Poké Marts                              | Cures Pokémon of any status problem other than "Faint" |

### Vitamins and Other Power-Ups

| ITEM NAME  | COST   | LOCATION                                | FUNCTION                             |
|------------|--------|-----------------------------------------|--------------------------------------|
| HP UP      | —      | Item Balls in dungeons and routes       | Increases maximum HP                 |
| CALCIUM    | 9,800P | Celadon Department Store (5th Floor)    | Increases Pokémon's special power    |
| CARBOS     | 9,800P | Celadon Department Store (5th Floor)    | Increases Pokémon's speed            |
| IRON       | 9,800P | Celadon Department Store (5th Floor)    | Increases Pokémon's defense strength |
| PROTEIN    | 9,800P | Celadon Department Store (5th Floor)    | Increases Pokémon's attack strength  |
| RARE CANDY | —      | Item Balls in dungeons and along routes | Raises Pokémon one level             |

### For Use in Battle Only!

| ITEM NAME   | COST | LOCATION                             | FUNCTION                                       |
|-------------|------|--------------------------------------|------------------------------------------------|
| DIRE HIT    | 950P | Celadon Department Store (5th Floor) | Increases Pokémon's critical hit percentage    |
| GUARD SPEC. | 700P | Celadon Department Store (5th Floor) | Protects Pokémon from enemies' special attacks |
| X ACCURACY  | 650P | Celadon Department Store (5th Floor) | Increases Pokémon's accuracy                   |
| X ATTACK    | 500P | Celadon Department Store (5th Floor) | Increases Pokémon's attack strength            |
| X DEFEND    | 550P | Celadon Department Store (5th Floor) | Increases Pokémon's defense strength           |
| X SPEED     | 350P | Celadon Department Store (5th Floor) | Increases Pokémon's speed                      |
| X SPECIAL   | 350P | Celadon Department Store (5th Floor) | Increases Pokémon's special power              |

### PP Potions

| ITEM NAME  | COST | LOCATION                                | FUNCTION                                   |
|------------|------|-----------------------------------------|--------------------------------------------|
| ELIXER     | —    | Item Balls in dungeons and along routes | Restores 10PP on all Pokémon's skills      |
| ETHER      | —    | Item Balls in dungeons and along routes | Restores 10PP on one of Pokémon's skills   |
| MAX ELIXER | —    | Item Balls in dungeons and along routes | Restores all PP on all of Pokémon's skills |
| MAX ETHER  | —    | Item Balls in dungeons and along routes | Restores all PP on one of Pokémon's skills |
| PP UP      | —    | Item Balls in dungeons and along routes | Increases maximum PP                       |



## Beverages

| ITEM NAME   | COST | LOCATION                           | FUNCTION                                                                                      |
|-------------|------|------------------------------------|-----------------------------------------------------------------------------------------------|
| FRESH WATER | 200P | Celadon Department Store (Rooftop) | Heals up to 50HP; functions as thirst quencher for guards so you can pass through guard gates |
| SODA POP    | 300P | Celadon Department Store (Rooftop) | Heals up to 60HP; functions as thirst quencher for guards so you can pass through guard gates |
| LEMONADE    | 350P | Celadon Department Store (Rooftop) | Heals up to 80HP; functions as thirst quencher for guards so you can pass through guard gates |

## Necessary Tools

| ITEM NAME   | COST       | LOCATION                             | FUNCTION                                                                                    |
|-------------|------------|--------------------------------------|---------------------------------------------------------------------------------------------|
| POKÉ BALL   | 200P       | Poké Marts                           | Basic tool for catching wild Pokémon                                                        |
| GREAT BALL  | 600P       | Poké Marts                           | More effective at capturing Pokémon than Poké Ball                                          |
| ULTRA BALL  | 1,200P     | Poké Marts                           | Poké Ball you can purchase in a Poké Mart                                                   |
| SAFARI BALL | —          | Safari Zone                          | Poké Balls used exclusively in Safari Zone                                                  |
| MASTER BALL | —          | Saffron City (Silph Company)         | Ultimate Poké Ball: captures 100% of the time—but you get only one!                         |
| BICYCLE     | 1,000,000P | Cerulean City (Bike Shop)            | Expensive bike for traveling faster or to use in areas such as Cycling Road                 |
| ESCAPE ROPE | 550P       | Poké Marts                           | Magical rope that pulls you from a cave or gym and takes you to last Pokémon Center visited |
| POKÉ DOLL   | 1,000P     | Celadon Department Store (4th Floor) | Popular Pokémon doll that distracts enemy Pokémon and makes them want to flee!              |
| REPEL       | 350P       | Poké Marts                           | Spray repellent that fends off wild Pokémon briefly (about 100 steps)                       |
| SUPER REPEL | 500P       | Poké Marts                           | More powerful spray that protects from random attacks for about 200 steps                   |
| MAX REPEL   | 700P       | Poké Marts                           | Most powerful repellent; protects for 250 steps                                             |

## Mysterious Stones and Fossils

| ITEM NAME     | COST   | LOCATION                                               | FUNCTION                                                                       |
|---------------|--------|--------------------------------------------------------|--------------------------------------------------------------------------------|
| DOME FOSSIL   | —      | Mt. Moon                                               | Give it to a scientist on Cinnabar Island and he'll turn it into a KABUTO      |
| HELIUM FOSSIL | —      | Mt. Moon                                               | Give it to a scientist on Cinnabar Island and he'll turn it into an OMANYTE    |
| OLD AMBER     | —      | Pewter City (Museum Annex)                             | Give it to a scientist on Cinnabar Island and he'll turn it into an AERODACTYL |
| FIRE STONE    | 2,100P | Celadon Department Store (4th Floor)                   | Evolves certain Fire Pokémon                                                   |
| LEAF STONE    | 2,100P | Celadon Department Store (4th Floor)                   | Evolves certain Plant Pokémon                                                  |
| MOON STONE    | —      | Mt. Moon, Route 2, Celadon City (Game Corner Basement) | Evolves certain Magical Pokémon types, such as CLEFAIRY or JIGGLYPUFF          |
| THUNDER STONE | 2,100P | Celadon Department Store (4th Floor)                   | Evolves certain Electric Pokémon                                               |
| WATER STONE   | 2,100P | Celadon Department Store (4th Floor)                   | Evolves certain Water Pokémon                                                  |

## Miscellaneous (but Important) Items

| ITEM NAME    | COST | LOCATION                              | FUNCTION                                                                                  |
|--------------|------|---------------------------------------|-------------------------------------------------------------------------------------------|
| BIKE VOUCHER | —    | Vermilion City                        | Coupon good for one free Bike                                                             |
| CARD KEY     | —    | Saffron City (Silph Company)          | Special card for opening locked doors in the Silph Company building                       |
| COIN CASE    | —    | Celadon City                          | Holds special coins for playing slot machines in the Game Corner                          |
| EXP ALL      | —    | Route 15 (Gate House to Fuchsia City) | Distributes EXP points to all Pokémon in your party, even if they don't fight in a battle |
| GOLD TEETH   | —    | Safari Zone                           | Give to Safari Zone Director in exchange for HM04 (STRENGTH)                              |
| ITEMFINDER   | —    | Route 11 (Gate House to Route 12)     | Detects hidden onscreen items                                                             |
| LIFT KEY     | —    | Celadon City (Team Rocket Hideout)    | Activates elevator in Team Rocket's Hideout                                               |
| NUGGET       | —    | Item Balls in dungeons and routes     | Sell at a Poké Mart for 5,000P                                                            |
| OAK'S PARCEL | —    | Viridian City                         | Deliver to Professor Oak in exchange for a POKÉDEX                                        |
| POKÉ FLUTE   | —    | Pokémon Tower                         | Awakens sleeping Pokémon                                                                  |
| POKÉDEX      | —    | Professor Oak's Lab                   | Tracks information about Pokémon you've captured or seen                                  |
| OLD ROD      | —    | Vermilion City                        | Catches the MAGIKARP Water Pokémon                                                        |
| GOOD ROD     | —    | Fuchsia City                          | Catches up to two types of Water Pokémon                                                  |
| SUPER ROD    | —    | Route 12                              | Best fishing pole available! Catches any available Water Pokémon                          |
| SS TICKET    | —    | Route 25                              | BILL provides this so you may attend the party on the SS Anne                             |
| SECRET KEY   | —    | Pokémon Mansion                       | Admits you to locked gym on Cinnabar Island                                               |
| SILPH SCOPE  | —    | Celadon City (Team Rocket Hideout)    | Reveals true form of ghosts in Pokémon Tower                                              |
| TOWN MAP     | —    | Pallet Town                           | Received from rival's sister; allows you to view the entire world of Pokémon              |





### Technical and Hidden Machines

| ITEM NAME | COST   | LOCATION                                                                    | SKILL LEARNED |
|-----------|--------|-----------------------------------------------------------------------------|---------------|
| TM #01    | 3,000P | Celadon Department Store (2nd Floor), Mt. Moon                              | Mega Punch    |
| TM #02    | 2,000P | Celadon Department Store (2nd Floor),<br>Celadon City (Team Rocket Hideout) | Razor Wind    |
| TM #03    | —      | Saffron City (Silph Company)                                                | Swords Dance  |
| TM #04    | —      | Route 4                                                                     | Whirlwind     |
| TM #05    | 3,000P | Celadon Department Store (2nd Floor), Victory Road                          | Mega Kick     |
| TM #06    | —      | Fuchsia City Gym                                                            | Toxic         |
| TM #07    | 2,000P | Celadon Department Store (2nd Floor),<br>Celadon City (Team Rocket Hideout) | Horn Drill    |
| TM #08    | —      | SS Anne                                                                     | Body Slam     |
| TM #09    | 3,000P | Celadon Department Store (2nd Floor),<br>Saffron City (Silph Company)       | Take Down     |
| TM #10    | —      | Celadon City (Team Rocket Hideout)                                          | Double-Edge   |
| TM #11    | —      | Cerulean City Gym                                                           | Bubblebeam    |
| TM #12    | —      | Mt. Moon                                                                    | Water Gun     |
| TM #13    | —      | Celadon Department Store (Rooftop)                                          | Ice Beam      |
| TM #14    | —      | Pokémon Mansion                                                             | Blizzard      |
| TM #15    | —      | Celadon Exchange Center (5500 coins)                                        | Hyper Beam    |
| TM #16    | —      | Route 12                                                                    | Pay Day       |
| TM #17    | 3,000P | Celadon Department Store (2nd Floor), Victory Road                          | Submission    |
| TM #18    | —      | Celadon Department Store (3rd Floor Counter)                                | Counter       |
| TM #19    | —      | Route 25                                                                    | Seismic Toss  |
| TM #20    | —      | Route 15 (Gate House to Fuchsia City)                                       | Rage          |
| TM #21    | —      | Celadon City Gym                                                            | Mega Drain    |
| TM #22    | —      | Pokémon Mansion                                                             | Solarbeam     |
| TM #23    | —      | Celadon Exchange Center (3,300 coins)                                       | Dragon Rage   |
| TM #24    | —      | Vermilion City Gym                                                          | Thunderbolt   |
| TM #25    | —      | Power Plant                                                                 | Thunder       |
| TM #26    | —      | Saffron City (Silph Company)                                                | Earthquake    |
| TM #27    | —      | Viridian City Gym                                                           | Fissure       |
| TM #28    | —      | Cerulean City                                                               | Dig           |
| TM #29    | —      | Saffron City                                                                | Psychic       |
| TM #30    | —      | Route 9                                                                     | Teleport      |
| TM #31    | —      | Saffron City                                                                | Mimic         |
| TM #32    | 1,000P | Celadon Department Store (2nd Floor), Safari Zone                           | Double Team   |
| TM #33    | 1,000P | Celadon Department Store (2nd Floor), Power Plant                           | Reflect       |
| TM #34    | —      | Pewter City Gym                                                             | Bide          |
| TM #35    | —      | Cinnabar Island                                                             | Metronome     |
| TM #36    | —      | Saffron City (Silph Company)                                                | Self Destruct |
| TM #37    | 2,000P | Celadon Department Store (2nd Floor), Safari Zone                           | Egg Bomb      |
| TM #38    | —      | Cinnabar Island Gym                                                         | Fire Blast    |
| TM #39    | —      | Route 12 (Gate House)                                                       | Swift         |
| TM #40    | —      | Safari Zone                                                                 | Skull Bash    |
| TM #41    | —      | Celadon City                                                                | Softboiled    |
| TM #42    | —      | Viridian City                                                               | Dream Eater   |
| TM #43    | —      | Victory Road                                                                | Sky Attack    |
| TM #44    | —      | SS Anne                                                                     | Rest          |
| TM #45    | —      | Route 24                                                                    | Thunder Wave  |
| TM #46    | —      | Saffron City Gym                                                            | Psywave       |
| TM #47    | —      | Victory Road                                                                | Explosion     |
| TM #48    | —      | Celadon Department Store (Rooftop)                                          | Rock Slide    |
| TM #49    | —      | Celadon Department Store (Rooftop)                                          | Tri Attack    |
| TM #50    | —      | Celadon Exchange Center (7,700 coins)                                       | Substitute    |
| HM #01    | —      | SS Anne                                                                     | Cut           |
| HM #02    | —      | Route 16                                                                    | Fly           |
| HM #03    | —      | Safari Zone                                                                 | Surf          |
| HM #04    | —      | Fuchsia City                                                                | Strength      |
| HM #05    | —      | Route 2                                                                     | Flash         |





# Pokémon Checklist

As you help Professor Oak fulfill his dream of collecting every known Pokémon, use this checklist to keep track of the Pokémon you see and capture. If you're playing *Pokémon Yellow* and own a Game Boy printer, you can print out Pokédex information for each Pokémon you see or collect and apply the sticker in the space provided.



Seen



Captured

**No. 01: Bulbasaur**



Seen



Captured

**No. 02: Ivysaur**



Seen



Captured

**No. 03: Venusaur**



Seen



Captured

**No. 04: Charmander**



Seen



Captured

**No. 05: Charmeleon**



Seen



Captured

**No. 06: Charizard**



Seen



Captured

**No. 07: Squirtle**



Seen



Captured

**No. 08: Wartortle**



Seen



Captured

**No. 09: Blastoise**



Seen



Captured

**No. 10: Caterpie**



Seen



Captured

**No. 11: Metapod**



Seen



Captured

**No. 12: Butterfree**



Seen



Captured

**No. 13: Weedle**



Seen



Captured

**No. 14: Kakuna**







Seen



Captured

**No. 15: Beedrill**



Seen



Captured

**No. 16: Pidgey**



Seen



Captured

**No. 17: Pidgeotto**



Seen



Captured

**No. 18: Pidgeot**



Seen



Captured

**No. 19: Rattata**



Seen



Captured

**No. 20: Raticate**



Seen



Captured

**No. 21: Spearow**



Seen



Captured

**No. 22: Fearow**



Seen



Captured

**No. 23: Ekans**



Seen



Captured

**No. 24: Arbok**



Seen



Captured

**No. 25: Pikachu**



Seen



Captured

**No. 26: Raichu**



Seen



Captured

**No. 27: Sandshrew**



Seen



Captured

**No. 28: Sandslash**



Seen



Captured

**No. 29: Nidoran♀**



# Pokémon Checklist


☐ Seen

☐ Captured

**No. 30: Nidorina**


☐ Seen

☐ Captured

**No. 31: Nidoqueen**


☐ Seen

☐ Captured

**No. 32: Nidoran♂**


☐ Seen

☐ Captured

**No. 33: Nidorino**


☐ Seen

☐ Captured

**No. 34: Nidoking**


☐ Seen

☐ Captured

**No. 35: Clefairy**


☐ Seen

☐ Captured

**No. 36: Clefable**


☐ Seen

☐ Captured

**No. 37: Vulpix**


☐ Seen

☐ Captured

**No. 38: Ninetales**


☐ Seen

☐ Captured

**No. 39: Jigglypuff**


☐ Seen

☐ Captured

**No. 40: Wigglytuff**


☐ Seen

☐ Captured

**No. 41: Zubat**


☐ Seen

☐ Captured

**No. 42: Golbat**


☐ Seen

☐ Captured

**No. 43: Oddish**


☐ Seen

☐ Captured

**No. 44: Gloom**







☐ Seen  
☐ Captured

**No. 45: Vileplume**



☐ Seen  
☐ Captured

**No. 46: Paras**



☐ Seen  
☐ Captured

**No. 47: Parasect**



☐ Seen  
☐ Captured

**No. 48: Venonat**



☐ Seen  
☐ Captured

**No. 49: Venomoth**



☐ Seen  
☐ Captured

**No. 50: Diglett**



☐ Seen  
☐ Captured

**No. 51: Dugtrio**



☐ Seen  
☐ Captured

**No. 52: Meowth**



☐ Seen  
☐ Captured

**No. 53: Persian**



☐ Seen  
☐ Captured

**No. 54: Psyduck**



☐ Seen  
☐ Captured

**No. 55: Golduck**



☐ Seen  
☐ Captured

**No. 56: Mankey**



☐ Seen  
☐ Captured

**No. 57: Primeape**



☐ Seen  
☐ Captured

**No. 58: Growlithe**



☐ Seen  
☐ Captured

**No. 59: Arcanine**



# Pokémon Checklist



No. 060



Seen



Captured

**No. 60: Poliwhag**



No. 061



Seen



Captured

**No. 61: Poliwhirl**



No. 062



Seen



Captured

**No. 62: Poliwrath**



No. 063



Seen



Captured

**No. 63: Abra**



No. 064



Seen



Captured

**No. 64: Kadabra**



No. 065



Seen



Captured

**No. 65: Alakazam**



No. 066



Seen



Captured

**No. 66: Machop**



No. 067



Seen



Captured

**No. 67: Machoke**



No. 068



Seen



Captured

**No. 68: Machamp**



No. 069



Seen



Captured

**No. 69: Bellsprout**



No. 070



Seen



Captured

**No. 70: Weepinbell**



No. 071



Seen



Captured

**No. 71: Victreebel**



No. 072



Seen



Captured

**No. 72: Tentacool**



No. 073



Seen



Captured

**No. 73: Tentacruel**



No. 074



Seen



Captured

**No. 74: Geodude**






☐ Seen

☐ Captured

**No. 75: Graveler**


☐ Seen

☐ Captured

**No. 76: Golem**


☐ Seen

☐ Captured

**No. 77: Ponyta**


☐ Seen

☐ Captured

**No. 78: Rapidash**


☐ Seen

☐ Captured

**No. 79: Slowpoke**


☐ Seen

☐ Captured

**No. 80: Slowbro**


☐ Seen

☐ Captured

**No. 81: Magnemite**


☐ Seen

☐ Captured

**No. 82: Magnetron**


☐ Seen

☐ Captured

**No. 83: Farfetch'd**


☐ Seen

☐ Captured

**No. 84: Doduo**


☐ Seen

☐ Captured

**No. 85: Dodrio**


☐ Seen

☐ Captured

**No. 86: Seel**


☐ Seen

☐ Captured

**No. 87: Dewgong**


☐ Seen

☐ Captured

**No. 88: Grimer**


☐ Seen

☐ Captured

**No. 89: Muk**



# Pokémon Checklist



No. 090



Seen



Captured

**No. 90: Shellder**



No. 091



Seen



Captured

**No. 91: Cloyster**



No. 092



Seen



Captured

**No. 92: Gastly**



No. 093



Seen



Captured

**No. 93: Haunter**



No. 094



Seen



Captured

**No. 94: Gengar**



No. 095



Seen



Captured

**No. 95: Onix**



No. 096



Seen



Captured

**No. 96: Drowzee**



No. 097



Seen



Captured

**No. 97: Hypno**



No. 098



Seen



Captured

**No. 98: Krabby**



No. 099



Seen



Captured

**No. 99: Kingler**



No. 100



Seen



Captured

**No. 100: Voltorb**



No. 101



Seen



Captured

**No. 101: Electrode**



No. 102



Seen



Captured

**No. 102: Exeggcute**



No. 103



Seen



Captured

**No. 103: Exeggutor**



No. 104



Seen



Captured

**No. 104: Cubone**







Seen



Captured

**No. 105: Marowak**



Seen



Captured

**No. 106: Hitmonlee**



Seen



Captured

**No. 107: Hitmonchan**



Seen



Captured

**No. 108: Lickitung**



Seen



Captured

**No. 109: Koffing**



Seen



Captured

**No. 110: Weezing**



Seen



Captured

**No. 111: Rhyhorn**



Seen



Captured

**No. 112: Rhydon**



Seen



Captured

**No. 113: Chansey**



Seen



Captured

**No. 114: Tangela**



Seen



Captured

**No. 115: Kangaskhan**



Seen



Captured

**No. 116: Horsea**



Seen



Captured

**No. 117: Seadra**



Seen



Captured

**No. 118: Goldeen**



Seen



Captured

**No. 119: Seaking**



# Pokémon Checklist



No. 120



Seen



Captured

**No. 120: Staryu**



No. 121



Seen



Captured

**No. 121: Starmie**



No. 122



Seen



Captured

**No. 122: Mr. Mime**



No. 123



Seen



Captured

**No. 123: Scyther**



No. 124



Seen



Captured

**No. 124: Jynx**



No. 125



Seen



Captured

**No. 125: Electabuzz**



No. 126



Seen



Captured

**No. 126: Magmar**



No. 127



Seen



Captured

**No. 127: Pinsir**



No. 128



Seen



Captured

**No. 128: Tauros**



No. 129



Seen



Captured

**No. 129: Magikarp**



No. 130



Seen



Captured

**No. 130: Gyarados**



No. 131



Seen



Captured

**No. 131: Lapras**



No. 132



Seen



Captured

**No. 132: Ditto**



No. 133



Seen



Captured

**No. 133: Eevee**



No. 134



Seen



Captured

**No. 134: Vaporeon**







No. 135



Seen



Captured

**No. 135: Jolteon**



No. 136



Seen



Captured

**No. 136: Flareon**



No. 137



Seen



Captured

**No. 137: Porygon**



No. 138



Seen



Captured

**No. 138: Omanyte**



No. 139



Seen



Captured

**No. 139: Omastar**



No. 140



Seen



Captured

**No. 140: Kabuto**



No. 141



Seen



Captured

**No. 141: Kabutops**



No. 142



Seen



Captured

**No. 142: Aerodactyl**



No. 143



Seen



Captured

**No. 143: Snorlax**



No. 144



Seen



Captured

**No. 144: Articuno**



No. 145



Seen



Captured

**No. 145: Zapdos**



No. 146



Seen



Captured

**No. 146: Moltres**



No. 147



Seen



Captured

**No. 147: Dratini**



No. 148



Seen



Captured

**No. 148: Dragonair**



No. 149



Seen



Captured

**No. 149: Dragonite**



No. 150



Seen



Captured

**No. 150: Mewtwo**



PRIMA'S OFFICIAL STRATEGY GUIDE

# POKÉMON

## TRADING CARD GAME

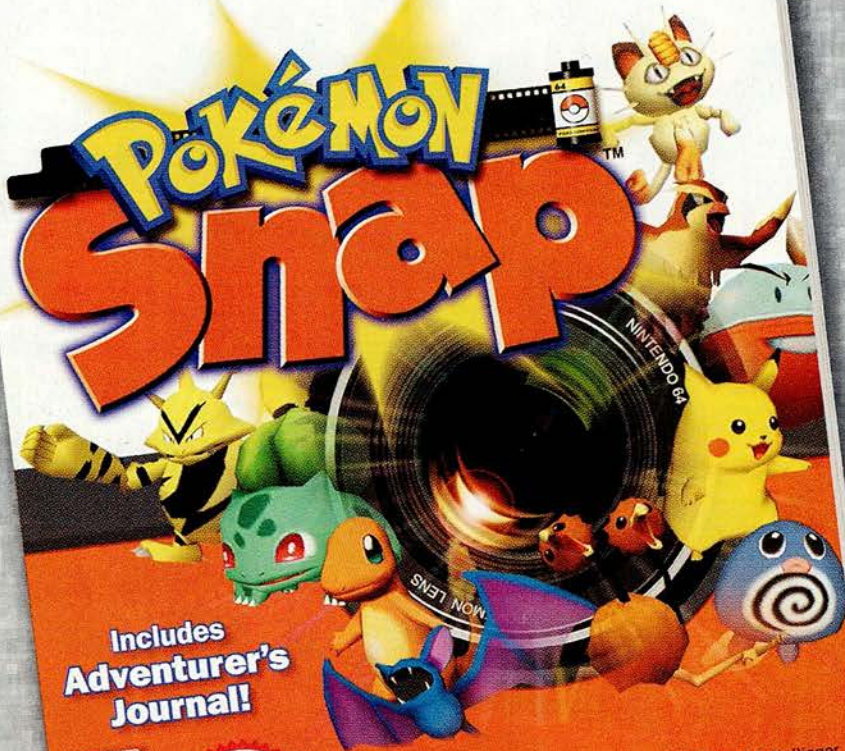
INCLUDES THE  
JUNGLE DECK!



[www.primagames.com](http://www.primagames.com)



PRIMA'S OFFICIAL STRATEGY GUIDE



Includes  
Adventurer's  
Journal!



Elizabeth M. Hollinger



[www.primagames.com](http://www.primagames.com)



PRIMA'S OFFICIAL STRATEGY GUIDE

# JET FORCE GEAR



[www.primagames.com](http://www.primagames.com)



# primagames.com



## Over 150

## Prima Fast Track Guides™

With many more to come—  
**NEW, FREE,** online strategy guides  
**EVERY WEEK!**

Check daily for the latest:

-  **News**
-  **Interviews**
-  **Cheat Codes**
-  **And More!**

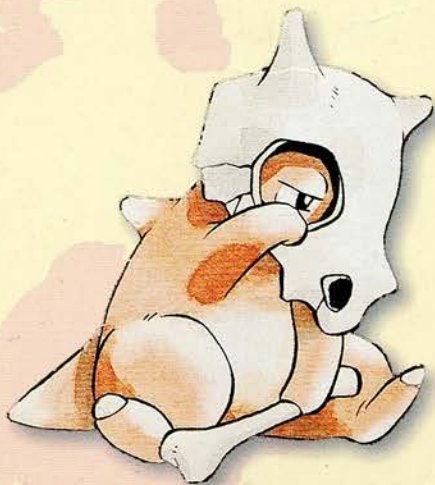
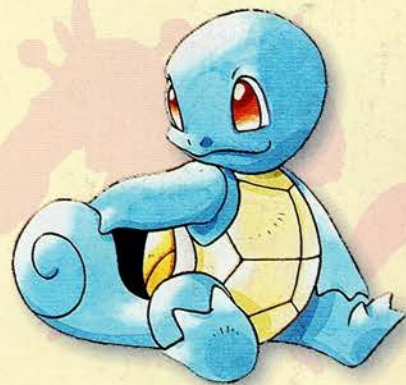


For the PC, Sony PlayStation,  
Sega Dreamcast, Nintendo 64,  
Game Boy, and Mac



We've got strategy covered™





es